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OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

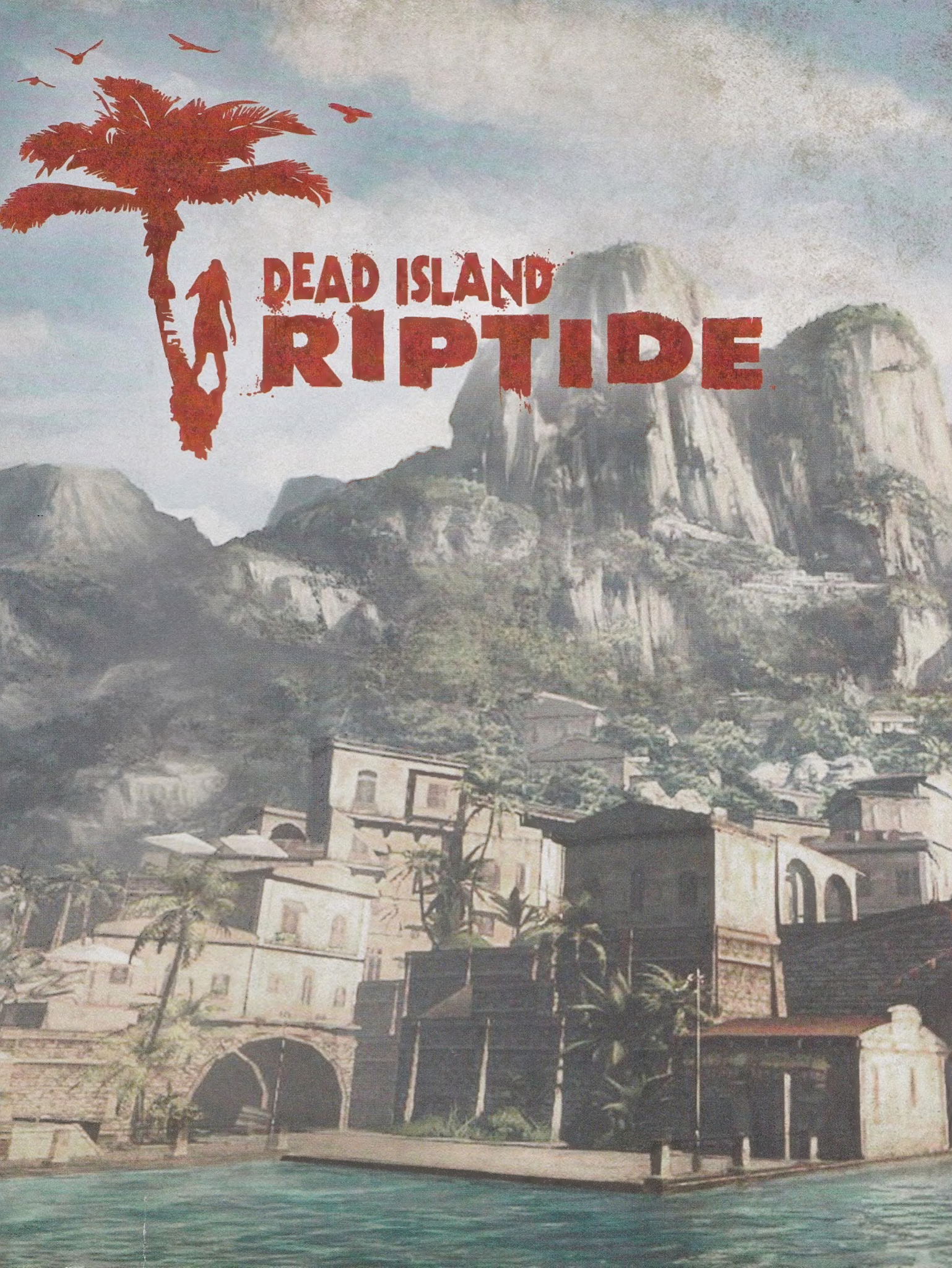
DEAD ISLAND RIPTIDE

COVERS MICROSOFT XBOX® 360,
SONY PLAYSTATION® 3
COMPUTER ENTERTAINMENT SYSTEM,
AND WINDOWS PC

DEEP SILVER

TECHLAND

By Rick Barba and Tim Bogenn


DEAD ISLAND
RIPTIDE

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SURVIVORS HANDBOOK

There are a lot of theories out there about surviving the inevitable zombie apocalypse. The nice thing about Dead Island is you get to test your own theories. Now the same cast of characters (Sam B, Xian, Logan, and Purna) plus one (John) find themselves on an overrun ship on a collision course for Palanai, a flooded jungle island near Banoi.

LEVELING UP

When you're not bashing skulls, you should be exploring everywhere and looking through everything. Pick up everything you can. This helps not only discover sub-quests, but also helps you level up quickly.

How does picking up items level you up? If you have more items and weapons than you need, you can make money by selling to **stores**. Having money available allows you to afford frequent weapons repairs and upgrades, which means you can exterminate more undead more efficiently and more frequently. Killing enemies equals XP. Scrounging for every dollar and item will help you level up quickly. And the quicker you level up, the closer you get to that coveted skill upgrade you need.

Level Cap

Level 70 is the highest any character can reach in Riptide. That's a 20 level increase from the original Dead Island.

WEAPONS

Weapon collecting, repair, and modification play a key part in your strategy. While attempting to survive, you need to use everything you can get your hands on to battle the undead. Of course, not every weapon is as powerful as the next and some weapons break after extensive usage. There are several options available for you to maintain or upgrade weapons.

Workbenches are found all over the island. With the appropriate weapons and items, you can repair, upgrade or modify new weapons at these stations. It's very helpful to use the weapons that your character specializes in; each character works best with his or her favorite weapon. There are large differences in each character's specialty fighting skills, so it is understandable that each character has a very unique skill upgrade tree.

SKILLS

You earn experience by completing quest and defeating enemies. No matter what character you choose, earning XP is the building block to strengthening abilities. When you level up, your health and skill points increase. Skill points are used to purchase new abilities and bonuses.

Each character has three skill categories that can be enhanced: Fury, Combat, and Survival. It is important to spread skill points somewhat evenly through these three skill categories to have a balanced fighter. However, do not waste points on unnecessary skills early in the game. Each new Skill is crucial. You will find each character's unique specialty requires a different upgrading strategy for getting them all to feel balanced.

FURY

Fury is the fuel for each character's signature attack. Signature attacks make you more efficient and powerful but only last as long as you have Fury. You spend Skill Points upgrading individual nuances of Fury using the skill trees. Each character is offered many unique upgrades, but generally you upgrade the power, the duration, and the available bonus attacks that are unleashed during a Fury attack.

GROUP FURY

You can press and hold the Fury button after Fury is activated to give your entire team (within range) bonuses during a Fury. These bonuses include additional movement speed, auto health regeneration, and stamina enhancements.

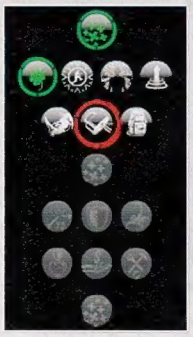
RAGE METER

Fury can only be unleashed once you have a full, red blinking Rage meter. The entire screen flashes gray when you have reached a full Rage Meter. The rage meter only fills when you kill enemies. When you kill enemies using instruments you specialize in, the Rage Meter fills more quickly. There are also enhancing upgrades available that allow the Rage Meter to fill more quickly .

COMBAT

The Combat upgrades increase the power of your specialty weapons, make them more durable, and decrease the cost to maintain them. These are great places to spend Skill Points. When you have a good Combat Upgrade and you can afford regular weapon repair, then there's nothing stopping you.

SURVIVAL



Survival upgrades are the enhancements they give your character the basic necessities for…uh…survival.. This is where you go when you need more room in your backpack, or when you want to learn a lock picking skill. Survival upgrades make you stronger, luckier, healthier, and richer. Choosing which enhancements to spend your hard-earned skill points on is a tough decision. It requires a fair amount of thought. We suggest a balanced approach to upgrading by spreading your skill points somewhat evenly through the three skill categories. For a more in-depth skill upgrade tactic, read the following character sections.

CHARACTER SELECTION

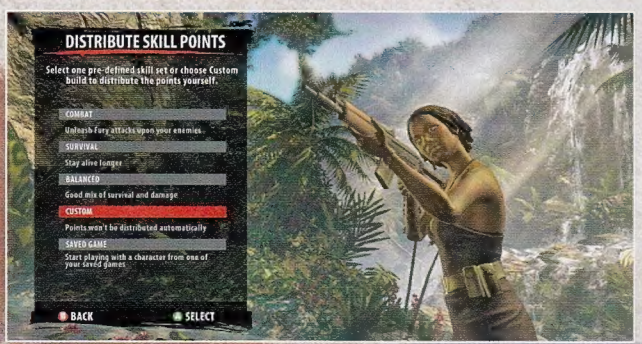
AVATAR COMPARISON

The first decision to make is to choose a character. The story is the same no matter what character you choose, however each have very unique fighting styles and will drastically affect the entire feel of the game.The game tailors weapon pick-ups and weapon chests to the character you select. For example, you won't find as many firearms in weapon chests when you play as Xian as you would find when playing as Purna.

While choosing a character for the first play through you should ask yourself if you like getting up close and personal or you'd prefer a cleaner, less risky battle from afar. If you find that you enjoy being close enough to hear flesh digesting in zombie stomachs then choose Sam B or John for their close combat expertise. If you don't like the smell of undead breath, then choose Purna or Logan who can accurately shoot or throw great distances. Xian's style is between Logan's and John's where throwing and swinging blades puts her at a nice balance between close and mid-range battle.

CHARACTER	SKILL
Logan	Throwing Expert
Purna	Firearms Expert
Xian	Blade Weapon Expert
Sam B	Blunt Weapon Expert
John	Hand-to-Hand Combat Expert

INITIAL CHARACTER SKILL BALANCING


DISTRIBUTE SKILL POINTS
Select one pre-defined skill set or choose Custom build to distribute the points yourself.
COMBAT
Unleash Fury attacks upon your enemies.
SURVIVAL
Stay alive longer
BALANCED
Good mix of survival and damage
CUSTOM
Points won't be distributed automatically
SAVED GAME
Start playing with a character from one of your saved games
BACK
SELECT

New to the Dead Island Series is the ability to spread 14 Skill Points across Fury, Combat and Survival skills with a press of a button before you even begin the adventure. This places each character at level 15 from the start.

We'll go into more detail about this in each character's bio, but just know that after choosing a character you can select one of the following presets for all five characters and generally, this is what is happening to those points:

PRE-DEFINED SKILL SET	HOW THE 14 SKILL POINTS ARE SPENT
Combat	Distributes most of the 14 points to Combat, a few to Fury and one or no points to Survival
Survival	1 Point to Fury, 1 to 3 Points to Combat and the rest to Survival
Balanced	On average, 1 to 2 Points to Fury, around 6 points to Combat, and 7 to Survival. (This distribution is more about balancing and to make up for default weaknesses).
Custom	Manually choose where to spend your given 14 Skill Points

Maybe it's some form of OCD or just the fear of being eaten, but we often choose a balanced player when starting the game. The best choice is to build a custom Skill Set from the beginning. There may be some personal skills you prefer to have in combination with your chosen character's fighting style. We go into great detail in the following pages about which skills should be purchased before others to get you leveled up quickly.

PLAYING AS DIFFERENT CHARACTERS ON THE SAME GAME SAVE

If you are an achievement or challenge junky, then you'll want to play as all five characters through the adventure all on the same game save so that all your well-deserved stats are merged. Although it is impossible to change characters while progressing through one story, you can complete the adventure and then start a new one using a new character on the same game save.

To play as a new character on the same game save, first play through the game once as one character and then from the main menu, instead of selecting "CONTINUE," opt to select "PLAY." After selecting "PLAY" you'll see a Play Game menu that has a "New Game" option and you'll also see your previous character's game save. Selecting your old game save is the same as continuing from the main menu. To play as a new character, select "NEW GAME" and select a different character.

REPLAYING PREVIOUSLY COMPLETED CHAPTERS

After you have completed an adventure using one character you can chose to play again from the beginning while retaining your Skills and weapons. However, if you wish to jump into a particular chapter that you've already completed, you can:

- Complete some chapters
- From main menu, select PLAY
- Select NEW GAME
- Select your previous character
- Scroll down and select from the list of unlocked Chapters below NEW GAME on the character bio screen.

This creates a new game save and the game only recognizes previously completed Main Quests. But this allows you to jump in and replay your favorite missions.

IMPORTING YOUR DEAD ISLAND CHARACTERS

If you have already played the original Dead Island you have the option to import the characters you've worked so hard on leveling up in the first game into Riptide. Your level and your skill points will be transferred. Skill points must be redistributed in the new skill trees, as there are new skills available.

To import a character from Dead Island:

- Select PLAY from the main menu.
- Select NEW GAME.
- At the bottom of any Character Select screen, press Y (xbox) or [triangle] (PlayStation 3) to Import DI Character.
- Select the character you wish to import from your save devise.

WEAPON UPGRADES

Besides the ability to upgrade your character's skills, you can also earn many benefits by using the various weapon types available: Blunt, Blade, Hand-to-Hand, and Firearm. It's normal to upgrade the weapon types you're an expert with much more quickly than the other weapon types, but it's a good survival tactic to purposely use other weapon types to level them up so you become a well-rounded zombie killer. You never know when you may be without your favorite weapon type.

BLUNT WEAPONS XP LEVELS

1. Fighting with blunt weapons cost you 10% less stamina.
2. Blunt weapons are 20% more durable.
3. You have a 5% higher chance to score a critical hit with blunt weapons.
4. You deal 20% more damage using blunt weapons.
5. Fighting with blunt weapons cost you 15% less stamina.
6. Your blunt weapons attacks are 25% faster.
7. You gain 10% more experience from killing enemies with blunt weapons.
8. Each blunt weapon hit is 20% more forceful.
9. Each blunt weapon kill gives you 10% more Rage points.
10. You deal 35% more damage using blunt weapons.

BLADE WEAPONS XP LEVELS

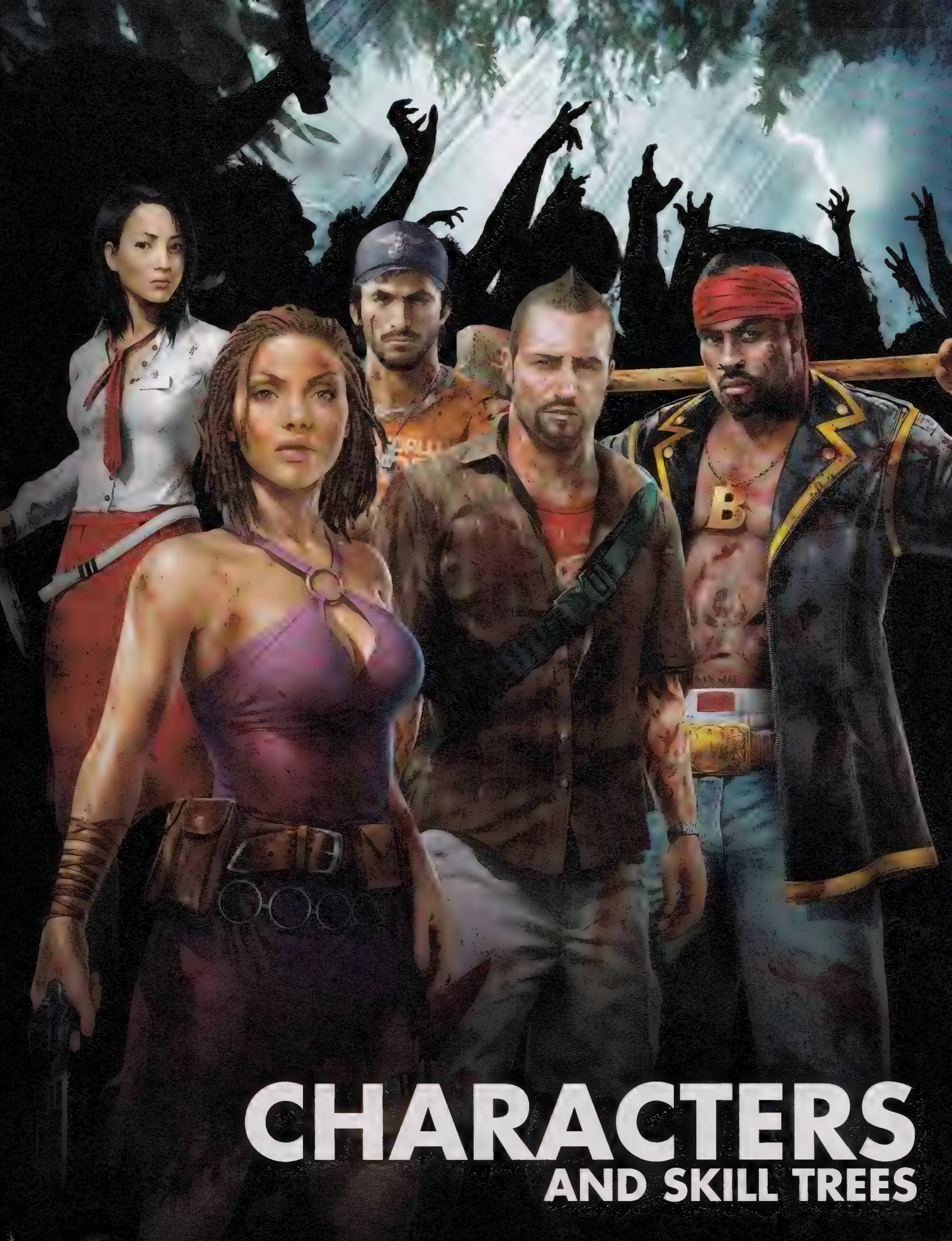
1. Fighting with blade weapons cost you 10% less stamina.
2. Blade weapons are 20% more durable.
3. You have a 5% higher chance to score a critical hit with blade weapons.
4. You deal 20% more damage using blade weapons.
5. Fighting with blade weapons cost you 15% less stamina.
6. Your blade weapons attacks are 25% faster.
7. You gain 10% more experience from killing enemies with blade weapons.
8. Each blade weapon hit is 20% more forceful.
9. Each blade weapon kill gives you 10% more Rage points.
10. You deal 35% more damage using blade weapons.

HAND-TO-HAND XP LEVELS

1. Fighting hand-to-hand cost you 10% less stamina.
2. Hand to hand weapons are 20% more durable.
3. You have a 5% higher chance to score a critical hit in hand-to-hand combat.
4. You deal 20% more damage fighting hand-to-hand.
5. Fighting hand-to-hand costs you 15% less stamina.
6. Your hand-to-hand attacks are 25% faster.
7. You gain 10% more experience from killing enemies in hand-to-hand combat.
8. Each hand-to-hand hit is 20% more powerful.
9. Each hand-to-hand kill gives you 10% more Rage points.
10. You deal 35% more damage fighting hand-to-hand.

FIREARM XP LEVELS

1. You figure out how to fit 10% more bullets into a magazine.
2. You figure out how to increase your firearm's rate of fire by 10%
3. You have a 5% higher chance to shoot for a critical hit.
4. Your firearms attacks deal 20% more damage.
5. Your weapon skill lowers recoil by 10%.
6. Increases accuracy for any firearm by 20%.
7. You gain 10% more experience from shooting enemies.
8. You learn how to reload your guns 20% faster.
9. Each enemy shot gives you 10% more Rage points.
10. You can carry 20% more ammo of each type.



CHARACTERS
AND SKILL TREES

LOGAN CARTER

OCCUPATION:
EX-ALL RPO QUARTERBACK
EXPERTISE:
THROWING EXPERT

HEALTH: 100
SPEED: 100
STAMINA: 80

- Auto retrieving of thrown weapons
- Aiming at multiple enemies in Fury mode
- Resistance to fire damage
- Higher damage and health regeneration while intoxicated

BIO

I always thought I wasn't worth something. Even when I made All-Pro quarterback. Even at the top of my game, leading my team to the championship, deep down I didn't think I deserved any of it. That everything would come crashing down. And I was right. But did I learn from that? Did I change who I was? No. I just enjoyed wallowing in my own misery. Boo hoo, right?

Well, I'm done with that. Seeing the whole world go to pot puts your own problems in perspective a little bit. I would have died at the Royal Palms for sure if good people didn't put their lives on the line for me. Not to mention what happened in Moresby and that jungle. I've seen some sick and horrible things, brother, but I've also seen people sacrifice everything for some poor soul they hardly know. When you're saving some terrified victim, you don't have time to wallow in self-pity. There's a lesson there. I'm not exactly sure what it is. I'm not that smart. But I do know one thing, man. Logan Carter ain't as big a douchebag as everybody thought he was.

BACKSTORY:

A former football star, spoiled by life and successful in every possible way, Logan's ego finally put an end to his bright future. Taking part in a reckless street race with tragic consequences, Logan not only killed a young woman—his unfortunate passenger, he also fractured his knee, putting an end to his sports career. His fall from stardom inevitably followed and he plunged swiftly into a life of bitterness and despair. In an attempt to get away from the demons haunting him, he took the chance to experience the beauties and wonders of Banoi (where the outbreak originated).

PLAYING AS LOGAN

STAT ANALYSIS

Logan has average health and speed but has the lowest stamina of the group. This undoubtedly was a result of his football injury that took him out of the game. His low stamina can be fixed through skill upgrades like *Conditioning*, where at level 3 you earn 30% more stamina. Other skill upgrades also help stamina when holding particular weapon types such as *Heavy Hitter* (lowers Blunt weapon stamina cost) and *Flow* (lowering stamina cost for all one-handed weapons up to 45%). Logan starts out the lowest stamina but can evolve into the character with the most through skill upgrades not to mention the many stamina boosts earned through weapon upgrades.

THROWING EXPERT + EVERYTHING ELSE

Being a throwing expert makes Logan very capable with almost any weapon especially the one-handed types that are easily thrown. If you have never played Dead Island before than Logan is the perfect, first choice character given his proficiency with all weapon types.

Logan will eventually build up a strong skill set for the one-handed weapons through skill upgrades: *Fencer* (Combat tier 2), *Flow* (Combat tier 3), *Way of the Warrior* (Combat tier 5) and *Battle Rage* (Fury tier 5). So you can see that his expertise lies in one-handed weapons, but what makes Logan such a powerful player is his skill with a wide range of weapon types, which is also improved, with skill upgrades. In fact, the first combat upgrade *Heavy Hitter* increases efficiency and effectiveness of his Blunt weapons. Other upgrades like *Blade Apprentice*, enhancing Blade usage and *Aimed Shots* and *Firearms Apprentice*, which enhance firearms, make Logan an extremely versatile fighter.

One-Handed Weaponry Bonus

With Skill Upgrades, one-handed weapons will deal more damage, use less stamina and gain more rage than other weapon types in Logan's hands.

COMBAT

The throwing skills learned when playing as Logan are extremely useful when playing as any other player in the game. The safest way to attack any threatening zombie is to toss a few sharp weapons into it until it is dead or just enough to soften it up before you unleash follow-up attacks. However, no one does this as well as Logan since he has the long range power and the inherent ability to retrieve the thrown weapons short of standing over the carcass and pulling them out.

This throwing skill is further enhanced through skill upgrades: *Mass Driver* (increased throwing distance), *Mighty Throw* (increased damage on throws), *Economical Throw* (damage more enemies at once), *Shinobi* (instant kill chance with throws), and *Telling Blows* (critical thrown hit chance). A good portion of Logan's Combat Skill Tree is dedicated to throwing, which is why he is the throwing expert.

SURVIVAL

Logan's Survival skills allow him to retrieve thrown weapons automatically. His first Survival upgrade, *Boomerang* increases the chances that your weapon will home into your hand by 15%. The tier 4 Survival skill upgrade *Reliable Boomerang*, increases thrown weapon return by 30%. And when Logan has mastered Survival, *Righteous Boomerang* gives him a 50/50 chance of automatically retrieving all thrown weapons!

FURY

Logan's accumulated rage releases a Bullseye Fury that exemplifies his love of throwing things. In its earliest stage, Bullseye allows Logan to throw an unlimited amount of throwing knives up to 15 meters at two enemies at once until his rage runs dry. The next level of Bullseye, True Bullseye allows you to hit three enemies with one thrown weapon in Fury. The final stage of Bullseye, Dead Eye Bullseye allows you to hit four enemies with one thrown weapon when Fury is active.

Too Frunk to Duck

Logan is the only character that can use the alcohol you find lying all around to make his attacks more damaging and also to replenish his lost health. This is done through Survival skill upgrades: *Drunken Master* and *Medicinal Purposes*.

Fury Upgrades

BULLSEYE
Tier Level: 1 of 6 Skill Levels: 1

When Fury is active, you can hit 2 enemies with one thrown weapon, and your throwing range is 15m.

TRUE BULLSEYE
Tier Level: 4 of 6 Skill Levels: 1

You can hit 3 enemies with one thrown weapon when Fury is active.

LONGSHOT
Tier Level: 2 of 6 Skill Levels: 3

Increases throwing range when Fury is active

1: Throwing range: 17.5m
2: Throwing range: 20m
3: Throwing range: 22.5m

WINGS OF DEATH
Tier Level: 5 of 6 Skill Levels: 3

Chance to instantly kill enemies when throwing while Fury is active.

1: Instant kill chance: 3% (when Fury is active)
2: Instant kill chance: 6% (when Fury is active)
3: Instant kill chance: 9% (when Fury is active)

GRAZING HITS
Tier Level: 2 of 6 Skill Levels: 3

Chance to inflict bleeding when throwing while Fury is active.

1: Bleeding chance: 15% (when Fury is active)
2: Bleeding chance: 30% (when Fury is active)
3: Bleeding chance: 45% (when Fury is active)

BATTLE RAGE
Tier Level: 5 of 6 Skill Levels: 3

Kills with one-handed weapons gain you additional Rage.

1: Rage gain: +6%
2: Rage gain: +12%
3: Rage gain: +18%

RICH AND GLAM
Tier Level: 2 of 6 Skill Levels: 3

Give more experience points and more money drops during Group Fury effect.

1: Group Fury duration 30s,
Experience + 150%, Loot + 200%
2: Group Fury duration 45s,
Experience + 200%, Loot + 400%
3: Group Fury duration 60s,
Experience + 400%, Loot + 600%

VOLITILE
Tier Level: 5 of 6 Skill Levels: 3

Decrease the amount of rage required to activate fury.

1. Rage required: -5%
2. Rage required: -10%
3. Rage required: -15%

FURIOUS THROW
Tier Level: 3 of 6 Skill Levels: 3

Killing enemies with throws gains you additional Rage.

1: Rage gain: + 10%
2: Rage gain: + 20%
3: Rage gain: + 30%

DEAD EYE BULLSEYE
Tier Level: 6 of 6 Skill Levels: 1

You can hit 4 enemies with one thrown weapon when Fury is active.

LIKE A ROCK
Tier Level: 3 of 6 Skill Levels: 1

Cannot be knocked down while in a Fury.

HEAVY HITTER

Tier Level: 1 of 7 Skill Levels: 1

Blunt weapons are now more efficient and effective, additionally this skill unlocks a special attack.

Blunt weapon damage: +5%
Blunt weapon stamina cost: -10%
Chance of critical hit with blunt weapon: +1%
Head damage inflicted with blunt weapons: +5%

BLADE APPRENTICE

Tier Level: 4 of 7 Skill Levels: 1

This skill unlocks a special attack.

Blade damage: +5%.
Blade weapon stamina cost: -10%
Chance of critical hit with blade weapons: +10%
You can stomp heads!
Precise hit on the head inflicts +5% damage.

KICKER

Tier Level: 2 of 7 Skill Levels: 3

Increases chance of a critical hit when kicking.

1: Critical hit chance: +5%
2: Critical hit chance: +10%
3: Critical hit chance: +15%

MIGHTY THROW

Tier Level: 5 of 7 Skill Levels: 3

Increases damage when throwing.

1: Throwing damage: +5%
2: Throwing damage: +10%
3: Throwing damage: +15%

FENCER

Tier Level: 2 of 7 Skill Levels: 3

Increases damage done with one-handed weapons.

1: One-handed damage: +5%
2: One-handed damage: +10%
3: One-handed damage: +15%

AIMED SHOTS

Tier Level: 5 of 7 Skill Levels: 3

Increases firearms damage.

1: Firearms damage: +5%
2: Firearms damage: +10%
3: Firearms damage: +15%

MASS DRIVER

Tier Level: 2 of 7 Skill Levels: 3

Increases throwing range of melee weapons.

1: Throwing range: +2.5m
2: Throwing range: +5m
3: Throwing range: +7.5m

WAY OF THE WARRIOR

Tier Level: 5 of 7 Skill Levels: 3

Increases critical hit chance with one-handed weapons.

1: Critical hit chance: +2%
2: Critical hit chance: +4%
3: Critical hit chance: +6%

MAINTENANCE

Tier Level: 3 of 7 Skill Levels: 3

The condition of weapons deteriorates at a slower rate.

1: Weapon durability: +5%
2: Weapon durability: +10%
3: Weapon durability: +15%

ECONOMICAL THROW

Tier Level: 6 of 7 Skill Levels: 3

Hitting an enemy with thrown weapons has a chance to inflict damage to nearby enemies.

1: Damage percentage: 5%
2: Damage percentage: 10%
3: Damage percentage: 15%

FRENZY

Tier Level: 3 of 7 Skill Levels: 3

A kill increases damage for five seconds.

1: Damage: +10%
2: Damage: +20%
3: Damage: +30%

SHINOBI

Tier Level: 6 of 7 Skill Levels: 3

Instant kill chance with thrown weapons (works only on equal or lower-level enemies).

1: Instant kill chance: 1%
2: Instant kill chance: 2%
3: Instant kill chance: 3%

FLOW

Tier Level: 3 of 7 Skill Levels: 3

Decreases stamina cost with one-handed weapons.

1: Stamina cost: -15%
2: Stamina cost: -30%
3: Stamina cost: -45%

TELLING BLOWS

Tier Level: 6 of 7 Skill Levels: 3

Increase critical hit chance with thrown weapons.

1: Critical hit chance: +1%
2: Critical hit chance: +2%
3: Critical hit chance: +3%

CHARGE

Tier Level: 3 of 7 Skill Levels: 3

Perform powerful, wide attack while sprinting.

1: Charge unlocked
2: Force +25%, Damage +25%, Stamina cost -15%
3: Force +50%, Damage +50%, Stamina cost -30%

FIREARMS APPRENTICE

Tier Level: 7 of 7 Skill Levels: 1

Reload time: -10%
Accuracy: +10%
Recoil: -10%
Critical hit chance: +5%
Critical damage: +10%

Survival Upgrades

BOOMERANG
Tier Level: 1 of 7 Skill Levels: 1

Chance to retrieve thrown weapons: 15%.

RELIABLE BOOMERANG
Tier Level: 4 of 7 Skill Levels: 1

Chance to retrieve thrown weapons: 30%.

DRUNKEN MASTER
Tier Level: 2 of 7 Skill Levels: 3

Increases damage while drunk.

1: Drunk damage: +20%
2: Drunk damage: +40%
3: Drunk damage: +60%

FIREPROOF
Tier Level: 5 of 7 Skill Levels: 3

Improved fire resistance.

1: Fire resistance: +15%
2: Fire resistance: +30%
3: Fire resistance: +45%

EFFICIENCY
Tier Level: 2 of 7 Skill Levels: 3

Decreases weapon upgrade cost.

1: Upgrade cost: -10%
2: Upgrade cost: -20%
3: Upgrade cost: -30%

CUSTOM MAINTENANCE
Tier Level: 5 of 7 Skill Levels: 3

Increased durability of modified weapons.

1: Weapon durability: +10%
2: Weapon durability: +20%
3: Weapon durability: +30%

DEEPER POCKETS
Tier Level: 2 of 7 Skill Levels: 3

Increases the number of inventory slots.

1: Extra slots: 2
2: Extra slots: 4
3: Extra slots: 6

DISCIPLINE
Tier Level: 5 of 7 Skill Levels: 3

You gain additional health.

1: Health: +1 bar
2: Health: +2 bars
3: Health: +3 bars

SPRING
Tier Level: 2 of 7 Skill Levels: 1

When knocked down, quickly get up.

MEDICINAL PURPOSES
Tier Level: 6 of 7 Skill Levels: 3

Enables health regeneration while drunk.

1: Health regeneration: 1
2: Health regeneration: 2
3: Health regeneration: 3

LOCKPICKING
Tier Level: 3 of 7 Skill Levels: 3

Allows opening of locks.

1: Level 1 locks can be opened.
2: Level 2 locks can be opened.
3: Level 3 locks can be opened.

APPRAISER
Tier Level: 6 of 7 Skill Levels: 3

Chance to find an upgraded weapon.

1: Upgraded loot chance: +5%
2: Upgraded loot chance: +10%
3: Upgraded loot chance: +15%

CONDITIONING
Tier Level: 3 of 7 Skill Levels: 3

Increases stamina.

1: Stamina: +10%
2: Stamina: +20%
3: Stamina: +30%

REFLECTION
Tier Level: 6 of 7 Skill Levels: 3

Chance to knock out enemies when taking damage (works only on equal or lower-level enemies).

1: Knockout chance: 10%
2: Knockout chance: 20%
3: Knockout chance: 30%

SCAVENGER
Tier Level: 3 of 7 Skill Levels: 3

Chance to find weapon in great condition.

1: Great condition loot chance: 15%
2: Great condition loot chance: 30%
3: Great condition loot chance: 45%

RIGHTEOUS BOOMERANG
Tier Level: 7 of 7 Skill Levels: 1

Chance to retrieve thrown weapons: 50%.

In this section we illustrate which skills are preselected when you choose between one of the three Skill Set options: Combat, Survival and Balanced. You are given 14 skill points to distribute and these presets will do the job for you or you can choose "Custom" and make the selections yourself. If you do choose a preset, we highly recommend Balanced.

LOGAN'S COMBAT PRESET

FURY

- Bullseye
- Longshot lvl 2

COMBAT

- Heavy Hitter
- Mass Driver lvl 1
- Kicker lvl 2
- Maintenance lvl 2
- Fencer lvl 3
- Frenzy lvl 2.

SURVIVAL

none

Fury

Combat

Survival

LOGAN'S SURVIVAL PRESET

FURY

- Bullseye

COMBAT

- Heavy Hitter

SURVIVAL

- Boomerang
- Lockpicking lvl 1
- Efficiency lvl 1
- Conditioning lvl 3
- Deeper Pockets lvl 1
- Scavenger lvl 3
- Spring
- Reliable Boomerang

Fury

Combat

Survival

LOGAN'S BALANCE PRESET

FURY

- Bullseye
- Longshot lvl 1

COMBAT

- Heavy Hitter
- Fencer lvl 3
- Maintenance lvl 1

SURVIVAL

- Boomerang
- Lockpicking lvl 1
- Efficiency lvl 1
- Conditioning lvl 1
- Deeper Pockets lvl 1
- Scavenger lvl 1
- Spring

Fury

Combat

Survival

PURNA

OCCUPATION:
VIP BODYGUARD AND EX-SYDNEY POLICE OFFICER
EXPERTISE:
FIREARMS EXPERT

HEALTH: 100
SPEED: 100
STAMINA: 90

- Self and group combat boost aura
- Personal skill arm in Fury mode
- Access to more ammunition
- [illegible] that can hit multiple enemies

BIO:

If someone has money, if they have power, they can pretend to be pious and no one will ever suspect how evil they are. I learned that first hand working as a vice detective in Sydney. You know how many female half-Aborigine detectives there were before me? None. You think it was easy? Suffering the abuse of my so-called colleagues. Half of 'em hated me because I was a girl and the other half didn't like the fact that my mum was a Koori. But when it's the end of the bloody world, no one cares who you are or how big your bank account is. I saw it in the resort as the infection spread the rich, they died just as quick as the poor. And in Moresby, where the powers that be blew the bridges and trapped the less fortunate in the worst of it.

But in the end it didn't save any of them. When all the lies are stripped away and the only thing between them and the bloody end is me, suddenly Purna is their best friend. Well bugger them. I'm not here for them. I'm here for the ones who can't protect themselves. Anyone who lives in fear. I will protect them. And I will die for them, because… I was one of them.

BACKSTORY

Purna is a former officer of the Sydney Police department. After losing her career when she attacked a child molester who couldn't be touched legally because of his wealth and connections, Purna them turned to working as a bodyguard for VIPs in dangerous places all over the world. She's hired not just for her skills but her looks as wealthy men didn't mind showing up with Purna on their arm.

PLAYING AS PURNA

STAT ANALYSIS

Purna's stats (100 health, 100 speed) are equal to Logan's. The fact that her stamina is at a mere 90 shouldn't concern you since her expertise is in firearms and firearms do not use stamina (nor do they wear or need repair).

FIREARMS EXPERT

Purna is unique in that she's bringing guns to a bite fight. If you want to gun through zombies, then Purna is the avatar for you. To get the most out of Purna as a contributing force to the zombie-killing team, allow her to fight with firearms and to build up Firearm XP levels and select key skill upgrades early on to help offset the infrequent availability of firearms and ammo vs. all other weapons.

Firearms and ammo are a bit easier to find early in Riptide compared to the original Dead Island. Heck, you get some awesome firearms in the first mission, although you lose them shortly thereafter, you have them long enough to level the skill up.

You can also make good use of the flare and nail gun (with reusable ammo and more purchasable through Trevor Rogers), which helps you further level up firearms in the beginning. Once you do come across real guns, ammo is still hard to come by but luckily Purna has some unique skills that help there.

COMBAT

Purna is not as muscle bound as say Sam B, so you quickly find that light weapons such as blades are much easier on her low stamina. Blades become your next best choice when a firearm is not in your hands. Purna's first Combat skill upgrade is *Blade Fighter*, making bladed weapons more efficient and effective. For quick leveling up, we suggest only level one on *Vampire*, since firearms don't use stamina.

Try to get to level 3 *Hard Knocks* early. This increases damage done with melee weapons up to 15%. So when you start acquiring the Boost Skills in Survival (*Boost Mood*, *Boost Ambience*, *Boost Aura*) this percentage is increased substantially for you and others in range of your Aura.

Purchasing three levels of *Hard Knocks* will open the next tier without having to waste points on *Randori* or *Vampire*.

Randori and *Vampire* relate to stamina which you don't really need for speedy leveling up since guns don't require stamina. Purchase a level 3 *Gender Wars* as soon as you can; the majority of zombies are male and this adds +15% damage to them.

Purchasing three levels of *Gender Wars* allows you to get to the tier 4 skill: *Firearms Training*. *Maintenance*, *Kick of Strength* and *Charge* aren't as important to Purna but you should get them after you've leveled up everything concerning firearms. Firearms Training also gives you the special Stomp ability, which allows you to crush zombie heads with your foot.

Cold Rage is your next key target Skill in the Combat tree. Purchase all three levels of this skill before moving onto others in its tier and beyond. This increases your chances of a critical hit, which will save you ammo.

Executor is nice, but the offered percentage is low so wait on that until you have purchased all three levels of *Wunderwaffe*. This increases *modified* firearms damage up to 30%, which is pretty significant.

Finally, after purchasing three levels of *Wunderwaffe*, *Gun Kata*, the final skill becomes available (Piercing Shots is interesting, but zombies are rarely lined up in a nice row(.. The final Combat skill upgrade, *Gun Kata* improves reload time, critical chance, accuracy, and recoil.

SURVIVAL

In the Survival Skill tree, *Boost Mood* is a given; you have to get it to get to others. The family of Boost skills is amplified when you also have Combat skills: *Hard Knocks*, *Gender Wars* and *Wonderwaffe*.

We suggest grabbing all three levels of *Lockpicking* leaving *Optimal Maintenance*, *Deeper Pockets*, and *Spring* for later. Even if you don't find great weapons in the weapon chests, you can sell what you do find to a shop to make some extra cash. Purna has the quickest access to *Lockpicking*, so even if she doesn't get a lot out of it, this skill greatly benefits the team.

In the third Survival skill tree tier, you should skip *Glory Hound* and purchase one level of conditioning to bring Purna's stamina up a little higher, not because firearms need it but to allow Purna to sprint longer. Spend two Skill points on *Custom Maintenance* to save money when repairing modified weapons at workbenches. *Boost Ambience* adds 20% damage, force, durability to Purna and everyone in range of her aura. The aura is also increased to 10m. This also boosts *Custom Maintenance* in the previous tier. The skills further down this tree are better left untouched until later in the game when firearms and ammo are easier to come by, so look at advancing your Combat or Fury Skills at this point.

Next, purchase three levels of *Recycler* to get more bullets when creating ammo from blueprints. Skip *Providence*, it sounds helpful but when you find ammo on dead humans, there's usually enough to max out your inventory. Save these points for elsewhere.

Purchase three levels of *Rain of Bullets* in tier 6. This increases the amount of ammo you can carry. Getting all three levels allows you to hold 30 more pistol and rifle rounds and 15 more shotgun shells.

And then finally, purchase Boost Aura. This is greatly enhanced by having *Hard Knocks*, *Gender Wars*, *Wunderwaffe*, and *Custom Maintenance* as explained earlier.

FURY: GUARDIAN

Purna's Fury skill *Guardian* is great for clearing herds of zombies. Multiple targets are selected and with each pull of the trigger, multiple undead drop. As *Guardian* is leveled up to *Guardian Spirit* and *Guardian Angel*, the Fury lasts longer and more targets can be taken down with one trigger pull.

Grim Inspiration should be your first focus in the second Fury tier. Purchasing all three levels gets you a 35% Rage gain with modified weapons. As soon as you can, modify a firearm and use it primarily for all the skill boosts attributed.

Guardian Spirit is your next Fury target purchase increasing simultaneous hits during Fury and boosting yours and all teammates' damage, critical chance, stamina cost (reduction) health, stamina, and Rage points.

Righteous Fire is essential. This is on tier 4 and you should grab all three levels before spending skill points elsewhere in Fury. This gives you a 40% Rage gain when using firearms. This allows you to get Fury after only a few zombie kills. You'll be a Fury maniac! After getting Guardian Angel, go back to tier 4 and get all three levels of Volatile.Finally, *Guardian Angel* closes the chapter on the Guardian skills and gives you and your teammates in your aura an incredible boost in all fighting attributes and allows you to take out three targets with one pull of the trigger in Fury.

With the previously mentioned early upgrades and just her natural rage accumulation ability, you'll find you can enter Fury after only a few zombie kills using *modded* firearms making Purna one of the most powerful avatars.

Fury Upgrades

GUARDIAN

Tier Level: 1 of 5 Skill Levels: 1

Unleash Fury to draw your private sidearm. Additionally all team members (including you) get:

Damage: +10%
Critical hit chance: +10%
Stamina cost: -15%
Health gain: +25%

TRAUMA TEAM

Tier Level: 3 of 5 Skill Levels: 3

Give auto health regeneration for the whole team during Group Fury effect

1: Group Fury duration 30s, Health regeneration 10% per second
2: Group Fury duration 45s, Health regeneration 20% per second
3: Group Fury duration 60s, Health regeneration 30% per second

INSPIRING KICK

Tier Level: 2 of 5 Skill Levels: 3

Kills with kicks gain you additional Rage.

1: Rage gain: +15%
2: Rage gain: +30%
3: Rage gain: +45%

VOLATILE

Tier Level: 4 of 5 Skill Levels: 3

Decreases the amount of rage required to activate Fury.

1: Rage required: 5%
2: Rage required: 10%
3: Rage required: 15%

ATTACK FORMATION

Tier Level: 2 of 5 Skill Levels: 3

Increases damage done by all team members (including you) when Fury is active.

1: Damage: +5% (when Fury is active)
2: Damage: +10% (when Fury is active)
3: Damage: +15% (when Fury is active)

FIERY SPIRIT

Tier Level: 4 of 5 Skill Levels: 3

Chance to set enemies on fire when Fury is active.

1: Burning chance: 5% (when Fury is active)
2: Burning chance: 10% (when Fury is active)
3: Burning chance: 15% (when Fury is active)

GRIM INSPIRATION

Tier Level: 1 of 5 Skill Levels: 3

Kills with modified weapons gain you additional Rage.

1: Rage gain: +10%
2: Rage gain: +20%
3: Rage gain: +30%

RIGHTEOUS FIRE

Tier Level: 4 of 5 Skill Levels: 3

Killing enemies with firearms gains you additional Rage.

1: Rage gain: +10%
2: Rage gain: +20%
3: Rage gain: +30%

LIKE A ROCK

Tier Level: 2 of 5 Skill Levels: 1

Cannot be knocked down while in a Fury

GUARDIAN ANGEL

Tier Level: 5 of 5 Skill Levels: 1

Fury lasts longer and you can take out three targets at once. All team members (including you) get:

Damage: +30%
Critical hit chance: +30%
Stamina cost: -45%
Health gain: +100%
Stamina gain: +100%
Rage points: +20%

GUARDIAN SPIRIT

Tier Level: 3 of 5 Skill Levels: 1

Fury lasts longer and you can take out two targets at once. All team members (including you) get:

Damage: +20%
Critical hit chance: +20%
Stamina cost: -30%
Health gain: +50%
Stamina gain: +50%
Rage points: +10%

BLADE FIGHTER

Tier Level: 1 of 7 Skill Levels: 1

Blade weapons are now more efficient and effective, additionally this skill unlocks a special attack.

Blade weapon damage: +5%
Blade weapon stamina cost: -10%
Chance of critical hit with blade weapons: +1%
Precise hit on the head inflicts +5% damage.

FIREARMS TRAINING

Tier Level: 4 of 7 Skill Levels: 1

You need guns, lots of guns. What's more important, you have the skills to handle them. Additionally, this skill unlocks a special attack.

Reload time: -10%
Critical hit chance: +2%
Accuracy: +10%
Recoil: -10%
And if you run out of bullets you can always just stomp!

VAMPIRE

Tier Level: 2 of 7 Skill Levels: 3

Kills gain you stamina.

1: Stamina gain: +10%
2: Stamina gain: +20%
3: Stamina gain: +30%

ELEMENTAL AFFINITY

Tier Level: 5 of 7 Skill Levels: 3

Increases duration of elemental attacks.

1: Fire, electricity, and poison duration: +20%
2: Fire, electricity, and poison duration: +40%
3: Fire, electricity, and poison duration: +60%

HARD KNOCKS

Tier Level: 2 of 7 Skill Levels: 3

Increases damage done with melee weapons.

1: Melee damage: +5%
2: Melee damage: +10%
3: Melee damage: +15%

COLD RAGE

Tier Level: 5 of 7 Skill Levels: 3

A kill increases your chances of a critical hit for a few seconds.

1: Critical hit chance: +4%
2: Critical hit chance: +8%
3: Critical hit chance: +12%

RANDORI

Tier Level: 2 of 7 Skill Levels: 3

Decreased stamina cost when fighting groups of enemies.

1: Stamina cost: -10%
2: Stamina cost: -20%
3: Stamina cost: -30%

EXECUTOR

Tier Level: 5 of 7 Skill Levels: 3

Increases critical hit chance with firearms.

1: Critical hit chance: +1%
2: Critical hit chance: +2%
3: Critical hit chance: +3%

GENDER WARS

Tier Level: 3 of 7 Skill Levels: 3

Increases damage done to opposite sex.

1: Damage: +5%
2: Damage: +10%
3: Damage: +15%

WUNDERWAFFE

Tier Level: 6 of 7 Skill Levels: 3

Increases modified firearms damage.

1: Damage: +10%
2: Damage: +20%
3: Damage: +30%

MAINTENANCE:

Increases durability of melee weapons.

1: Melee weapon durability: +10%
2: Melee weapon durability: +20%
3: Melee weapon durability: +30%

RAPID FIRE

Tier Level: 6 of 7 Skill Levels: 3

Decreases reload time of firearms.

1: Reload time: -10%
2: Reload time: -20%
3: Reload time: -30%

KICK OF STRENGTH

Tier Level: 3 of 7 Skill Levels: 3

Kills with kicks gain you stamina.

1: Stamina gain: +10%
2: Stamina gain: +20%
3: Stamina gain: +30%

PIERCING SHOTS

Tier Level: 6 of 7 Skill Levels: 3

Increases bullet penetration chance.

1: Bullet penetration chance: 10%
2: Bullet penetration chance: 20%
3: Bullet penetration chance: 30%

CHARGE

Tier Level: 3 of 7 Skill Levels: 3

Perform powerful, wide attack while sprinting.

1: Charge unlocked
2: Force +25%, Damage +25%, Stamina cost -15%
3: Force +50%, Damage +50%, Stamina cost -30%

GUN KATA

Tier Level: 7 of 7 Skill Levels: 1

Improves your handling of firearms.

Reload time: 20%
Critical hit chance: +3%
Accuracy: +20%
Recoil: -20%

Earliest Palanai "Real" Firearm

The Nail Gun has a lot going for it: level up Firearms early, reusable and purchasable ammo through Trevor Rogers, and it looks really cool to put 40 nails in a Thug. After a while you are going to want to get your hands on a real gun. The earliest one we found was from Pierre Magasin. Complete his Fire Sale mission and you can shop from him. This mission is available as soon as you reach the beach, but we suggest passing through Paradise Survivor's Camp first and get the Nail Gun and nails. Pierre has a Revolver for sale.

Survival Upgrades

BOOST MOOD
Tier Level: 1 of 7 Skill Levels: 1

Boost skills related to damage, force, handling or durability by +15% for everyone (including you) in range of aura.

Aura range: 5m

BOOST AMBIENCE
Tier Level: 4 of 7 Skill Levels: 1

Boosts skills related to damage, force, handling or durability by +20% for everyone (including you) in range of aura.

Aura range: 10m

OPTIMAL MAINTENANCE
Tier Level: 2 of 7 Skill Levels: 3

Reduces repair cost.

1: Repair cost: -10%
2: Repair cost: -20%
3: Repair cost: -30%

RECYCLER
Tier Level: 5 of 7 Skill Levels: 3

You get more bullets when creating ammo (stackable skill at workbench with Providence).

1: Bullets created: +25%
2: Bullets created: +50%
3: Bullets created: +75%

DEEPER POCKETS
Tier Level: 2 of 7 Skill Levels: 3

Increases the number of inventory slots.

1: Extra slots: 2
2: Extra slots: 4
3: Extra slots: 6

RECOVERY
Tier Level: 5 of 7 Skill Levels: 3

Chance not to get interrupted after being hit while attacking.

1: Chance to avoid interruption: 20%
2: Chance to avoid interruption: 40%
3: Chance to avoid interruption: 60%

LOCKPICKING
Tier Level: 2 of 7 Skill Levels: 3

Allows opening of locks.

1: Level 1 locks can be opened.
2: Level 2 locks can be opened.
3: Level 3 locks can be opened.

PROVIDENCE
Tier Level: 5 of 7 Skill Levels: 3

Increases number of bullets (crafted included) found in loot.

1: Loot bullets: +20%
2: Loot bullets: +40%
3: Loot bullets: +60%

SPRING
Tier Level: 2 of 7 Skill Levels: 1

When knocked down, quickly get up.

SECOND CHANCE
Tier Level: 6 of 7 Skill Levels: 3

Chance of being instantly revived after death.

1: Instant revive chance: 10%
2: Instant revive chance: 20%
3: Instant revive chance: 30%

GLORY HOUND
Tier Level: 3 of 7 Skill Levels: 3

Increases XP for kills and assists.

1: XP: +50%
2: XP: +100%
3: XP: +150%

JACKPOT
Tier Level: 6 of 7 Skill Levels: 3

Chance to loot rare items.

1: Rare loot chance: +5%
2: Rare loot chance: +10%
3: Rare loot chance: +15%

CONDITIONING
Tier Level: 3 of 7 Skill Levels: 3

Increases stamina.

1: Stamina: +5%
2: Stamina: +10%
3: Stamina: +15%

RAIN OF BULLETS
Tier Level: 6 of 7 Skill Levels: 3

Increases the amount of ammo you can carry.

1: Ammo: +10 pistol rounds, +10 rifle rounds, +5 shotgun rounds
2: Ammo: +10 pistol rounds, +10 rifle rounds, +5 shotgun rounds
3: Ammo: +10 pistol rounds, +10 rifle rounds, +5 shotgun rounds

CUSTOM MAINTENANCE
Tier Level: 3 of 7 Skill Levels: 3

Increases durability of modified weapons.

1: Weapon durability: +10%
2: Weapon durability: +20%
3: Weapon durability: +30%

BOOST AURA
Tier Level: 7 of 7 Skill Levels: 1

Boosts skills related to damage, force, handling or durability by +25% for everyone (including you) in range of aura.

Aura range: 15m

In this section we reveal which skills are preselected when you choose between one of Purna's three Skill Set options: Combat, Survival and Balanced. There are 14 skill points distributed between these presets. You can always select "Custom" and make the selections yourself. We highly recommend the Balanced preset if you go the easy route.

PURNA'S COMBAT PRESET

FURY

- Guardian
- Inspiring Kick lvl 1
- Attack Formation lvl 2

COMBAT

- Blade Fighter
- Vampire lvl 2
- Hard Knocks lvl 3
- Random lvl 2
- Gender Wars lvl 1
- Maintenance lvl 1

SURVIVAL

None

PURNA'S SURVIVAL PRESET

FURY

- Guardian

COMBAT

- Blade Fighter
- Random lvl 2

SURVIVAL

- Boost Mood
- Optimal Maintenance lvl 2
- Deeper Pockets lvl 1
- Lockpicking lvl 1
- Glory Hound lvl 2
- Conditioning lvl 2
- Boost Ambience

PURNA'S BALANCE PRESET

FURY

- Guardian

COMBAT

- Blade Fighter
- Vampire lvl 1
- Hard Knocks lvl 2
- Random lvl 1
- Maintenance lvl 1

SURVIVAL

- Boost Mood
- Optimal Maintenance lvl 2
- Lockpicking lvl 1
- Glory Hound lvl 1
- Conditioning lvl 2

XIAN MEI

OCCUPATION:
CHINESE SPECIAL FORCES
EXPERTISE:
BLADE WEAPON EXPERT

HEALTH: 90
SPEED: 100
STAMINA: 100

- Backstabbing grants more damage
- Fast rage generation – Fury can be used more often
- Additional special effects with blade weapons
- More effective healing

BIO:

My father was a Chief Inspector for the Hong Kong Police. He died when I was ten and I told myself then that I would follow in his footsteps. I joined the force after graduating at the top of my class, but the men in charge never intended for me to be a real police officer. They didn't believe women were up to the task. But now no one can deny who I am. What I've done. What I'm capable of. I thought I needed to prove my worth to my superiors. But now I know they are not and never were my superiors. It doesn't matter what they believe. It matters what I believe and I know there is more to this tragedy than meets the eye.

This infection, this plague, is human born. This is not nature correcting itself. This is mankind destroying itself. I saw how it swept the resort and reduced Moresby to bloody chaos. I don't know where it came from but I do know that there are those in this world who would sacrifice millions to make billions. They operate unmolested with the approval of those who are supposed to protect us. In the end, I will expose them for the monsters they are. For I am Xian Mei and I will honor my father's memory.

BACKSTORY

Xian Mei was an employee at the Royal Palm Resort, born and raised in China, she chose an occupation that allowed her to leave her country of birth in order to experience different people and cultures—Banoi was her first placement outside of her homeland.

She is a fast learner, intelligent, and also—as a passionate sportswoman—quick on her feet. Having just arrived at the island, Xian Mei was responsible for a myriad of menial tasks at the hotel, before starting work as a receptionist. This opportunity to meet and greet all the different nationalities that visited the hotel was ideal for Xian Mei, as it provided a perfect source of inspiration for her dreams of traveling the globe.

PLAYING AS XIAN MEI

STAT ANALYSIS

Xian's stats are almost perfect out of the box, she only lacks a bit in health; at 90, her health is the lowest of the rest of the teams'. Even when you hit the level cap, her health will still not be that of the rest of the group, so be sure to always have medkits on hand.

BLADE WEAPON EXPERT

If you like swords, decapitating zombies, ninja like moves, and backstabbing the unsuspecting then Xian Mei is the character for you. Put a modded katana in her hand and you have hours of fun. You'll start coming across katanas about midway through the main story, but you'll find awesome machetes, slicers, cleavers and sickles to whet your appetite while you wait. Unlike some other characters, Xian's specialty is upgradeable right from tier 1 of the Combat Skill tree with Blade Fighter and her Fury involves a lightning-quick throat slash to as many zombies as you can rush to in the time allotted.

COMBAT

Blade Fighter is the first in the series of special attacks available to Xian and must be purchased to continue down the skill tree. *Blade Fighter* makes bladed weapons more effective and when slashes are aimed directly at the head, 5% more damage is inflicted. We'll take that.

We suggest selecting three levels of *Flawless Blade* in the second tier to increase blade damage by 15%. Also purchase three levels of *Maintenance* to increase blade weapon durability by 30% since blades damage so easily. Save *Flying Strike* for much later.

The third Combat tier has three really good Skills—*Backstab*, *Effortless*, and *Deep Wounds*—and instead of spending too many Skill points on them early on, just settle for purchasing one level of each until you have Skill Points to burn.

Backstab is something you will find you do a lot with Xian when you throw blades at unsuspecting zombies. As you level up this Skill, each thrown weapon does more damage when it hits the back and likely kills the zombie so you don't have to throw as many weapons. The *Spectre* Skill in Survival is very useful for keeping the zombies' backs and attention away from you. These two Skills work well together.

Xian has pretty good stamina, but it doesn't hurt to up her stamina used with blades by 10%. *Effortless* should be increased before other Skills on the same tier. *Deep Wounds* exploits bleeding. Bleeding is the effect that sharp weapons sometimes leave on a zombie. The bleeding zombie's health slowly depletes as bleeding occurs. Upping this Skill to a 10% chance is better than selecting the last skill in this tier, *Charge*. *Charge* is nice, but it can wait.

Blade Expert is the second pinnacle of the Blade Skills. This ups all the same effects of *Blade Fighter* but adds a Stomp move allowing Xian to smash her high heels through the skulls of downed zombies.

Serrated Blade (increases bleeding duration) in the fifth Combat tier works nicely in conjunction with *Deep Wounds*, which ups the chances of bleeding. We suggest leveling these Skills up together, but they can wait until more important Skills are purchased. When you get the hang of the blades, you can often take out zombies with a single slash to the head. Decapitating a zombie only takes one swing—making bleeding inconsequential.

Save your Skill Points for *Telling Blows*. At level three, it increases the chance of a critical hit with blade weapons by 12%. Pass on the *Poisonous* Skill until much later in the game. Sometimes the poisonous fumes hurt you if you kill a zombie and then stand over it to remove loot.

Stroke of Luck in tier 6 of Combat is a good place to spend Skill Points. This stacks well with *Backstab* and is much more valuable to you than *Pressure* or *Master Assassin*; the other two Skills in the same tier.

Finally in the Combat Skill tree is *Blade Master*. This is when Xian has reached the apex of her blade skills increasing blade weapon effectiveness, damage, critical hit chance, and extra damage to fallen enemies, while also lowering blade stamina cost. In addition, *Stomper* can be used without stopping.

SURVIVAL

Since Xian has the lowest health, her first Survival Skill option is much welcomed. *First Aid* makes medkits 25% more effective. In the second tier of Survival, you have *Life Insurance* (pass on that for a while, although it's probably the only insurance you'll ever see payout); *Vampire* (kills earn you stamina); *Spectre* (helps you move unnoticed) and the new Skill all characters got in this new installment of Dead Island: *Spring*, which allows you to jump up quicker from a knock down. Since you need three Skill purchases to unlock the next tier, we suggest you spend two points on *Vampire* and one on *Spectre*. *Spectre* works nicely with Combat's *Backstab*.

Early in your Skill upgrading, we suggest passing on *Deeper Pockets* and go with two levels of *Lockpicking* and one of *Endurance*. You won't find a lot of level 3 locks until later in the game so that third level can wait. We'd go to level 3 *Endurance* before increasing your inventory slots with *Deeper Pockets*.

Field Medicine makes up the entire fourth tier of Survival. This costs one Skill point and makes medkits 50% more effective. Stacked with *First Aid*, they are now 75% more effective helping Xian's low health stat.

The fifth Tier gives you *Choice Cuts*, *Merchant*, and *Combo*. The most useful in the early game is decreasing the price of items you buy, as you'll likely be buying many medkits if nothing else. You will find nice a katana for sale; and they aren't cheap.

The Sixth tier offers *Rally*, *Custom Maintenance*, and *Equal Chances*. These are all helpful Skills but *Custom Maintenance* wins out for the early survivor. We suggest two levels of *Custom Maintenance* and one of *Rally* to increase your fighting stamina. If you are overpowered by a mob and your health dips below 50%, it comes in handy.

Surgeon General is the final Survival Skill and it makes medkits 75% more effective and stacking with the other two medkit enhancing Skills makes medkits 150% more effective than if you had no Survival healing Skills.

FURY: BLOODRAGE

Xian's Fury, *Bloodrage* allows her to become a wicked-fast, knife-slashing, zombie-killing machine. This is a close combat Fury; you won't be throwing your knives like Logan, but running up to as many zombies as you can and slashing their throats and moving onto the next. The key to a successful Fury attack is to hit them and keep moving onto the next and not letting their slow motion, dropping carcasses get in your way as you move on to the target.

Assassin's Guile is the first in the second tier of the Fury Skill tree. This is an interesting skill for Xian and her low health stat. It increases her maximum health when Fury is active up to 90% for the third level. This is helpful if you take damage while in Fury. As you use Fury more, you learn how to avoid damage since time is slowed, so this Skill may be useful to some but not to others.

Grim Inspiration earns you additional rage when using blade weapons, which Xian will be doing mostly so gobble this Skill up. Get all three levels as soon as you can.

Lightning Moves allows you to move faster during Fury. So if you increase this skill, the less you need *Assassin's Guile*. We suggest purchasing one level of *Lightning Moves* and two of *Grim Inspiration* in the beginning to get you moving onto tier 3.

Boiling Bloodrage makes Fury last longer. This is very important with Xian since she must run to meet the enemy. We suggest grabbing all three levels of this early on and leaving *Group Fitness* for when you plan on joining live Riptide players.

Volatile, *Flowing Strikes*, and *Rerage* are pretty even on the importance level of Skills on the fourth tier of Fury. We suggest purchasing one level each in the beginning to unlock the final Fury Skill: *Burning Bloodrage*.

Burning Bloodrage gives Xian the max amount of Fury time and devastation. Although this is nice, we suggest getting more desirable Survival and Combat Skills and save this for later in the game.

Fury Upgrades

BLOODRAGE

Tier Level: 1 of 5 Skill Levels: 1

Unleash your Fury to use your most lethal skills to quickly deal with nearby enemies.

GROUP FITNESS

Tier Level: 3 of 5 Skill Levels: 3

Disable stamina cost for yourself and your allies during Group Fury effect.

1: Group Fury duration 30 seconds.
No stamina cost
2: Group Fury duration 45 seconds.
No stamina cost
3: Group Fury duration 60 seconds.
No stamina cost

ASSASSIN'S GUILE

Tier Level: 2 of 5 Skill Levels: 3

Increases maximum health when Fury is active.

1: Maximum health points:
+30 (when Fury is active)
2: Maximum health points:
+60 (when Fury is active)
3: Maximum health points:
+90 (when Fury is active)

VOLATILE

Tier Level: 4 of 5 Skill Levels: 3

Decreases the amount of rage required to activate Fury.

1: Rage required: -5%
2: Rage required: -10%
3: Rage required: -15%

GRIM INSPIRATION

Tier Level: 2 of 5 Skill Levels: 3

Killing enemies with blade weapons generates additional Rage.

1: Rage gained: +6%
2: Rage gained: +12%
3: Rage gained: +18%

FLOWING STRIKES

Tier Level: 4 of 5 Skill Levels: 3

Critical kills gain you more Range.

1: Rage gained: +27%
2: Rage gained: +54%
3: Rage gained: +81%

LIGHTNING MOVES

Tier Level: 2 of 5 Skill Levels: 3

Fury makes you move faster.

1: Movement speed:
+33% (when Fury is active)
2: Movement speed:
+66% (when Fury is active)
3: Movement speed:
+99% (when Fury is active)

RERAGE

Tier Level: 4 of 5 Skill Levels: 3

Chance to restore 20% of Rage after Fury ends.

1: Rage restore chance: 10%
2: Rage restore chance: 20%
3: Rage restore chance: 30%

LIKE A ROCK

Tier Level: 2 of 5 Skill Levels: 1

Cannot be knocked down while in a Fury.

BURNING BLOODRAGE

Tier Level: 5 of 5 Skill Levels: 3

Fury lasts even longer and is more devastating.

BOILING BLOODRAGE

Tier Level: 3 of 5 Skill Levels: 1

Fury lasts longer and makes you even more effective in combat.

BLADE FIGHTER

Tier Level: 1 of 7 Skill Levels: 1

Blade weapons are now more efficient and effective, additionally this skill unlocks a special attack.

Blade weapon damage: +5%
Blade weapon stamina cost: -10%
Chance of critical hit with blade weapons: +1%
Precise hit on the head inflicts +5% damage

BLADE EXPERT

Tier Level: 4 of 7 Skill Levels: 1

Blade weapons are more efficient and effective, additionally this skill unlocks a special attack.

Blade weapon damage: +5%
Blade weapon stamina cost: -10%
Chance of critical hit with blade weapons: +2%
Precise hit on the head inflicts +10% damage.
You can now use a powerful stomp to finish off fallen enemies.

FLYING STRIKE

Tier Level: 2 of 7 Skill Levels: 3

Attacking with blade weapons while jumping causes extra damage, additionally this skill unlocks a special attack.

1: Jump attack damage: +33%
2: Jump attack damage: +66%
3: Jump attack damage: +99%

SERRATED BLADE

Tier Level: 5 of 7 Skill Levels: 3

Increases bleeding duration.

1: Bleeding duration: +30%
2: Bleeding duration: +60%
3: Bleeding duration: +90%

FLAWLESS BLADE

Tier Level: 2 of 7 Skill Levels: 3

Increases damage done with blade weapons.

1: Blade weapon damage: +5%
2: Blade weapon damage: +10%
3: Blade weapon damage: +15%

TELLING BLOWS

Tier Level: 5 of 7 Skill Levels: 3

Increases critical hit chance with blade weapons.

1: Chance of critical hit with blade weapons: +4%
2: Chance of critical hit with blade weapons: +8%
3: Chance of critical hit with blade weapons: +12%

MAINTENANCE

Tier Level: 2 of 7 Skill Levels: 3

Increases durability of blade weapons.

1: Blade weapon durability: +10%
2: Blade weapon durability: +20%
3: Blade weapon durability: +30%

POISONOUS

Tier Level: 5 of 7 Skill Levels: 3

Increases poison duration.

1: Poison duration: +15%
2: Poison duration: +30%
3: Poison duration: +45%

BACKSTAB

Tier Level: 3 of 7 Skill Levels: 3

Increases damage when attacking enemies from behind with melee weapon.

1: Damage +20%
2: Damage +40%
3: Damage +60%

STROKE OF LUCK

Tier Level: 6 of 7 Skill Levels: 3

Instant Kill chance with blade weapons.

1: Instant kill chance: 1.5%
2: Instant kill chance: 3%
3: Instant kill chance: 4.5%

EFFORTLESS

Tier Level: 3 of 7 Skill Levels: 3

Decreases stamina cost with blade weapons.

1: Blade weapon stamina cost: -10%
2: Blade weapon stamina cost: -20%
3: Blade weapon stamina cost: -30%

PRESSURE

Tier Level: 6 of 7 Skill Levels: 3

Increases critical hit chance when the enemy's health is below 50%.

1: Critical hit chance: +3%
2: Critical hit chance: +6%
3: Critical hit chance: +9%

DEEP WOUNDS

Tier Level: 3 of 7 Skill Levels: 3

Chance to inflict bleeding upon critical hit with blade weapons.

1: Bleeding chance: 10%
2: Bleeding chance: 20%
3: Bleeding chance: 30%

MASTER ASSASSIN

Tier Level: 6 of 7 Skill Levels: 3

Increases bleeding and poison damage.

1: Bleeding & Poison damage: +20%
2: Bleeding & Poison damage: +40%
3: Bleeding & Poison damage: +60%

CHARGE

Tier Level: 3 of 7 Skill Levels: 3

Perform powerful, wide attack while sprinting.

1: Charge unlocked
2: Force +25%, Damage +25%, Stamina cost -15%
3: Force +50%, Damage +50%, Stamina cost -30%

BLADE MASTER

Tier Level: 7 of 7 Skill Levels: 1

Blade weapons are more efficient and effective, additionally this skill unlocks a special attack.

Blade weapon damage: +5%
Blade weapon stamina cost: -5%
Chance of critical hit with blade weapons: +5%
Hitting fallen enemies inflicts +15% damage.
Stomper can be used without stomping.

Survival Upgrades

FIRST AID
Tier Level: 1 of 7 — Skill Levels: 1

Medkits are 25% more effective.

FIELD MEDICINE
Tier Level: 4 of 7 — Skill Levels: 1

Medkits are 50% more effective.

LIFE INSURANCE
Tier Level: 2 of 7 — Skill Levels: 3

Decreases cash penalty on death.

1: Cash penalty: 15%
2: Cash penalty: 30%
3: Cash penalty: 45%

CHOICE CUTS
Tier Level: 5 of 7 — Skill Levels: 3

Increases XP reward for severing limbs.

1: XP: x2
2: XP: x3
3: XP: x4

VAMPIRE
Tier Level: 2 of 7 — Skill Levels: 3

Kills gain you stamina.

1: Stamina gain: +10%
2: Stamina gain: +20%
3: Stamina gain: +30%

MERCHANT
Tier Level: 5 of 7 — Skill Levels: 3

Decreases the price of items you buy.

1: Purchase price: 10%
2: Purchase price: 20%
3: Purchase price: 30%

SPECTRE
Tier Level: 2 of 7 — Skill Levels: 3

You're less likely to attract the enemies' attention.

1: Threat factor: -5%
2: Threat factor: -10%
3: Threat factor: -15%

COMBO
Tier Level: 5 of 7 — Skill Levels: 3

Kills within 5 seconds of each other are rewarded with extra XP.

1: XP: +10%
2: XP: +20%
3: XP: +30%

SPRING
Tier Level: 2 of 7 — Skill Levels: 1

When knocked down, quickly get up.

RALLY
Tier Level: 6 of 7 — Skill Levels: 3

Increases stamina regeneration when your health drops below 50%

1: Stamina regeneration: +15%
2: Stamina regeneration: +30%
3: Stamina regeneration: +45%

DEEPER POCKETS
Tier Level: 3 of 7 — Skill Levels: 3

Increase the number of inventory slots.

1: Extra slots: 2
2: Extra slots: 4
3: Extra slots: 6

CUSTOM MAINTENANCE
Tier Level: 6 of 7 — Skill Levels: 3

Increases durability of modified weapons.

1: Weapon durability: +10%
2: Weapon durability: +20%
3: Weapon durability: +30%

LOCKPICKING
Tier Level: 3 of 7 — Skill Levels: 3

Allows opening of locks.

1: Level 1 locks can be opened.
2: Level 2 locks can be opened.
3: Level 3 locks can be opened.

EQUAL CHANCES
Tier Level: 6 of 7 — Skill Levels: 3

Decreases penalty when fighting enemies with a higher level than you.

1: No penalty on enemies 1 level higher.
2: No penalty on enemies 2 level higher.
3: No penalty on enemies 3 level higher.

ENDURANCE
Tier Level: 3 of 7 — Skill Levels: 3

Increases stamina regeneration rate.

1: Stamina regeneration rate: +15%
2: Stamina regeneration rate: +30%
3: Stamina regeneration rate: +45%

SURGEON GENERAL
Tier Level: 7 of 7 — Skill Levels: 1

Medkits are 75% more effective.

In this section we reveal which skills are preselected when you choose between one of Xian's three Skill Set options: Combat, Survival and Balanced. There are 14 skill points distributed between these presets. You can always select "Custom" and make the selections yourself. We highly recommend the Balanced preset if you go the easy route.

XIAN'S COMBAT PRESET

FURY

- Bloodrage
- Grim Inspiration lvl 2
- Lightning Moves lvl 1

COMBAT

- Blade Fighter
- Effortless lvl 2
- Flawless Blade lvl 3
- Deep Wounds lvl 1
- Maintenance lvl 1
- Blade Expert

SURVIVAL

- First Aid

XIAN'S SURVIVAL PRESET

FURY

- Bloodrage

COMBAT

- Blade Fighter
- Maintenance lvl 1

SURVIVAL

- First Aid
- Spring
- Life Insurance lvl 2
- Lockpicking lvl 1
- Vampire lvl 2
- Endurance lvl 2
- Spectre lvl 1
- Field Medicine

XIAN'S BALANCE PRESET

FURY

- Bloodrage

COMBAT

- Blade Fighter
- Flawless Blade lvl 2
- Effortless lvl 2
- Maintenance lvl 1

SURVIVAL

- First Aid
- Spectre lvl 1
- Life Insurance lvl 2
- Lockpicking lvl 1
- Vampire lvl 2

SAM B

OCCUPATION:
RAP ONE-HIT WONDER
EXPERTISE:
BLUNT WEAPONS EXPERT

HEALTH: 110
SPEED: 100
STAMINA: 90

- Ability to ram and tackle enemies
- Powerful blows during Fury that sends enemies flying
- High damage [illegible]
- Faster and longer enemy knockdowns

BIO

When I was growing up in N awlins, all I ever wanted to do was rap. But, man, I couldn't catch a break until "Who Do You Voodoo." It was just supposed to be a joke, but all of a sudden, I was rich. I had everything I ever wanted, man. Everything. Except respect. Nobody thought I was the real deal. Just some no talent one hit wonder. And I started believing them. It's no surprise I didn't have another hit after that. I had nothing to say. Well, you know what? I got something to say now. Didn't think I'd ever see anything as bad as Katrina, but this plague... what happened at the Royal Palms... what happened in Morseby... it's something out of a horror movie, man. The dead are rising up against the living like it's the end of days, and maybe it is, but I gotta say, people do amazing things when they up against it. The ones you think will stand their ground, they run. And the quiet ones. The ones you don't even notice. Man they don't give an inch. They'll give up everything for someone they don't even know. There's a song there somewhere. I don't even know if I'm gonna still be standing when all is said and done. But if I am... believe me, Sam B got something to say.

BACKSTORY

A one-hit-wonder rap star of fading fame, Sam B was booked by the Royal Palms Resort Hotel to perform his well-known song "Who Do You Voodoo?" at a high profile hotel party. He gladly took the chance to play this gig. Once strong, self-confident and proud, Sam B has had a troubled past and a history of drug and alcohol abuse, as his private life became caught in a haze of face friends and bad advisors.

PLAYING AS SAM B

STAT ANALYSIS

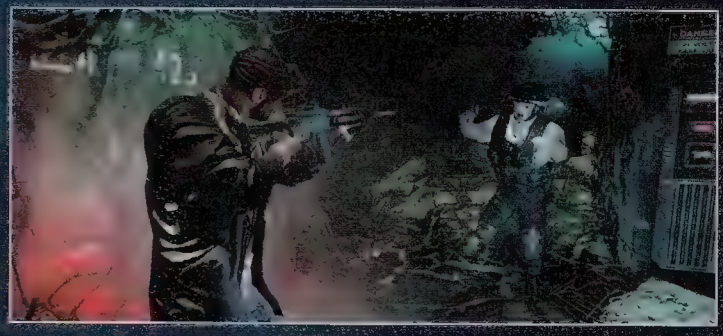
Sam's size and attitude from a troubled past has made him a hardened man and the best line of defense your team has. He has exaggerated Health and Speed, which with his size allows you to use him as a tank to bowl over the enemy. He is the best character to run into the thick of the battle or melee his way through groups of undead. He specializes in heavy blunt weapons which lay waste to the undead with mighty blows.

The only danger is to get over confident and allow him to get surrounded by a large group. His stamina is lower than average and it takes a chunk of it to swing a heavy weapon. To avoid being surrounded, draw a couple of the crowd out at a time and beat the innards out of them. If you feel crowded, use Sam's charge attack to break through to a clearing to regroup.

BLUNT WEAPONS EXPERT

Blunt weapons are usually wooden or metal. They are usually heavy and slow but do a lot of damage. The two-handed varieties are even heavier, slower, and more damaging. (Spiked Brass Knuckles are labeled as blunt weapons and would be the exception to the large and heavy rule). Some more common blunt weapons are: bats, hammers, batons, sticks, crowbars, wrenches, maces, axes, hanbos, pipes, and morning stars. Sam's size and strength allows him to handle these with much less stamina usage than the other characters making him the blunt weapons expert.

All these heavy weapons often cause enemies to become knocked out. Sam's Tackles and Charges also cause KO's. A KO simply means that the amount of time they stay down. It can be increased with a Combat Skill called Lights Out. Knocking out enemies is a great way to safely dispatch them by pummeling their lifeless bodies.



COMBAT

Heavy Hitter is Sam's signature attack. This Skill makes Blunt weapons stronger by increasing damage, chance of critical hits, head trauma, and decreases the blunt weapon stamina drain.

In tier 2 of the Combat Skill tree, *Devastation* increases force and damage of blunt weapons up to 30%, *Effortless* reduces blunt weapon stamina cost up to -30%, and *Maintenance* increases weapon durability up to 30%. They're all good Skills of equal importance. We think should be purchased evenly together. If you are creating a custom player now, we suggest purchasing one level of each to get to the third tier.

In the third tier you have the choice of *Lights Out*, *Tackle*, *Exploit Weakness* and *Charge*. Early in the game we suggest passing on most of them but spend Skill points on two levels of *Tackle* and one level of *Charge* for some useful tactics and to unlock the fourth tier.

Blunt Expert improves on what *Heavy Hitter* does x2. This also gives Sam the ability to Stomp and crush enemy heads. This unlocks the fifth tier of Combat Skills.

Hammer Blows, *Big Stick* and *Powerful Impact* make up the fifth tier of Combat Skills. We prefer to spend points on raising damage on two-handed weapons and modified blunt weapons found in the sixth tier. The percentage increase is not really significant so we suggest for quick Skill climbing to spend one point on *Big Stick* and two on *Powerful Impact*.

The sixth tier of Combat Skills includes: *Critical Impact*, *Aimed Shots*, and *Telling Blows*. By the time you reach this tier you are favoring your modified blunt weapons and should max out Critical Impact to increase the chances of critical hits by modified blunt weapons. Skip on *Aimed Shots* and *Telling Blows* to get to the final Combat Skill.

Earthshaker is the final Combat Skill and maxes out the power of Sam's signature blunt weapon attack. After acquiring *Heavy Hitter*, *Blunt Expert* and *Earthshaker*, blunt weapon damage will have increased 15% (not including *Devastation* levels), blunt weapon stamina cost will have been reduced by 30% (not counting levels of *Effortless*), the critical hit chance of blunt weapons goes up 6% (stackable with *Critical Impact*), and *Stomper* can be used without stopping and you can instantly knock out enemies.

SURVIVAL

Sam's Survival starts with the *Recuperation* Skill. It costs one point and gives you 10% health regeneration per minute. This guy needs no medkits. If only Xian had this Skill. This opens tier two where you find: *Money Magnet*, *Motivation*, *Decoy* and the new Skill to the series: *Spring*. For the quick Skill tree climber we suggest purchasing all three levels of *Money Magnet* and move onto tier three. All three levels get you +30% more money from loots.

Tier 3 of the Survival tree presents *Hardened*, *Lockpicking* and *Deeper Pockets*. To move up the tree quickly we suggest selecting one level from each of these Skills. Alternately, two levels of *Lockpicking* and forget about *Deeper Pockets* for now.

The fourth Survival tier is *Regeneration*. This regenerates 15% of health per minute! The fifth tier introduces *Bone Breaker*, *Bulletproof* and *Backfire*. We favor three levels of *Bone Breaker* unless you are near the end of the Tunnels when you would first need *Bulletproof*. *Backfire* can wait for Skill points to burn.

Tier 6 of the Survival gives you access to *Last Stand*, *Fence* and *Custom Maintenance*. Out of the three Skills here, we would suggest maxing out *Custom Maintenance* before touching the others and this opens the last tier in Survival.

Rebirth is the highest and most coveted Survival Skill upgrade on the tree. You can rebuild destroyed organs and recover from ghastly wounds and recover 20% of health per minute!

FURY: HAYMAKER

Sam's Fury is called *Haymaker*. This is a ferocious close-quarters attack where Sam finishes the enemy with devastating blows that knock them down with single hits. The second tier in the Fury Skill tree yields *Feel No Pain*, *Grim Inspiration*, *Sticks and Stones*, and *Like A Rock*. You can read up on all of these in the following pages, but just know that we suggest three levels of *Grim Inspiration* before choosing one level of the others.

Tier three of the Fury Skill tree presents *Greater Haymaker* and *You've Been Served*. *Greater Haymaker* is a given. It only costs one Skill Point and you get longer fury time, and can send enemies flying through the air. The three levels of *You've Been Served* increases the groups' critical hit chance during a Group Fury effect. That one point spent is enough to unlock tier 4 of the Fury Skill tree.

The fourth tier reveals *Volatile*, *Smash Hit*, and *Pain Killer*. For quick leveling up we prefer *Volatile* and *Smash Hit* and how they work well together. We suggest one level of *Volatile* first and then two levels of *Smash Hit*, which gives you 40% more Rage gain with blunt weapons to the head. Go back later and max these out. But for now, this is enough to open the last tier.

Incredible Haymaker gives you the longest Fury session possible while sending everybody you hit flying through the air. It's awesome.

Fury Upgrades

HAYMAKER
Tier Level: 1 of 5 Skill Levels: 1

Unleash your fury to damage enemies with devastating blows, knocking them down with single hits.

YOU'VE BEEN SERVED
Tier Level: 3 of 5 Skill Levels: 3

Gives a very high critical hit chance for the whole team during Group Fury effect.

1: Group Fury duration 30s. Critical chance +30%
2: Group Fury duration 45s. Critical chance +50%
3: Group Fury duration 60s. Critical chance +70%

FEEL NO PAIN
Tier Level: 2 of 5 Skill Levels: 3

Fury makes you more resistant to damage.

1: Damage taken: -10% (when Fury is active)
2: Damage taken: -20% (when Fury is active)
3: Damage taken: -30% (when Fury is active)

VOLATILE
Tier Level: 4 of 5 Skill Levels: 3

Decreases the amount of rage required to activate Fury.

1: Rage required: 5%
2: Rage required: 10%
3: Rage required: 15%

GRIM INSPIRATION
Tier Level: 2 of 5 Skill Levels: 3

Killing enemies with blunt weapons generates additional Rage.

1: Rage gained: +6%
2: Rage gained: +12%
3: Rage gained: +18%

SMASH HIT
Tier Level: 4 of 5 Skill Levels: 3

Smashing opponents' heads with blunt weapons generates additional Rage.

1: Rage gained: +20%
2: Rage gained: +40%
3: Rage gained: +60%

STICKS AND STONES
Tier Level: 2 of 5 Skill Levels: 3

Taking damage can gain you Rage.

1: Rage gain chance: +5%
2: Rage gain chance: +10%
3: Rage gain chance: +15%

PAIN KILLER
Tier Level: 4 of 5 Skill Levels: 3

Each kill when Fury is active restores health.

1: Health gained: 3%
2: Health gained: 6%
3: Health gained: 9%

LIKE A ROCK
Tier Level: 2 of 5 Skill Levels: 1

Cannot be knocked down while in a Fury.

INCREDIBLE HAYMAKER
Tier Level: 5 of 5 Skill Levels: 1

Fury lasts even longer and you can literally send your enemies flying.

GREATER HAYMAKER
Tier Level: 3 of 5 Skill Levels: 1

Fury lasts longer and each punch sends enemies into the air.

HEAVY HITTER

Tier Level: 1 of 7 Skill Levels: 1

Blunt weapons are now more efficient and effective, additionally this skill unlocks a special attack.

Blunt weapon damage: +5%
Blunt weapon stamina cost: -10%
Chance of critical hit with blunt weapon: +1%
Head damage inflicted with blunt weapons: +5%

BLUNT EXPERT

Tier Level: 4 of 7 Skill Levels: 1

Blunt weapons are your preferred instruments of destruction, additionally this skill unlocks a special attack.

Blunt weapon damage: +5%
Blunt weapon stamina cost: -10%
Chance of critical hit with blunt weapon: +2%
Head damage inflicted with blunt weapons: +10%
You can now use a powerful stomp to finish off knocked down enemies.

DEVASTATION

Tier Level: 2 of 7 Skill Levels: 3

Increases force and damage with all blunt weapons.

1: Damage: +3%, Force: +10%
2: Damage: +6%, Force: +20%
3: Damage: +9%, Force: +30%

HAMMER BLOWS

Tier Level: 5 of 7 Skill Levels: 3

Chance to cause instant KO with blunt weapons.

1: Instant KO chance: 10%
2: Instant KO chance: 20%
3: Instant KO chance: 30%

EFFORTLESS

Tier Level: 2 of 7 Skill Levels: 3

Reduces blunt weapons stamina cost.

1: Blunt weapon stamina cost: -10%
2: Blunt weapon stamina cost: -20%
3: Blunt weapon stamina cost: -30%

BIG STICK

Tier Level: 5 of 7 Skill Levels: 3

Increases damage with two-handed weapons.

1: Two-handed weapons damage: +2%
2: Two-handed weapons damage: +4%
3: Two-handed weapons damage: +6%

MAINTENANCE

Tier Level: 2 of 7 Skill Levels: 3

Increases durability of blunt weapons.

1: Blunt weapon durability: +10%
2: Blunt weapon durability: +20%
3: Blunt weapon durability: +30%

POWERFUL IMPACT

Tier Level: 5 of 7 Skill Levels: 3

Increases damage with modified blunt weapons.

1: Modified weapons damage: +2%
2: Modified weapons damage: +4%
3: Modified weapons damage: +6%

LIGHTS OUT

Tier Level: 3 of 7 Skill Levels: 3

Increases enemies KO time.

1: Enemies' KO time: 2s
2: Enemies' KO time: 4s
3: Enemies' KO time: 6s

CRITICAL IMPACT

Tier Level: 6 of 7 Skill Levels: 3

Increases chance to score a critical hit with modified blunt weapons.

1: Critical hit chance: +3%
2: Critical hit chance: +6%
3: Critical hit chance: +9%

TACKLE

Tier Level: 3 of 7 Skill Levels: 3

Ability to tackle your enemies.

1: Push the enemies away, making some space.
2: Knock enemies to the ground.
3: Tackle stamina cost: -50%
You can ram through locked doors. No need to play the door-break-down minigame.

AIMED SHOTS

Tier Level: 6 of 7 Skill Levels: 3

Increases firearms damage.

1: Firearms damage: +5%
2: Firearms damage: +10%
3: Firearms damage: +15%

EXPLOIT WEAKNESS

Tier Level: 3 of 7 Skill Levels: 3

Increases chance to score a critical hit when enemy's stamina is below 50%.

1: Critical hit chance: +2%
2: Critical hit chance: +4%
3: Critical hit chance: +6%

TELLING BLOWS

Tier Level: 6 of 7 Skill Levels: 3

Increases chances of dealing a critical hit with blunt weapons.

1: Critical hit chance: +1%
2: Critical hit chance: +2%
3: Critical hit chance: +3%

CHARGE

Tier Level: 3 of 7 Skill Levels: 3

Perform powerful, wide attack while sprinting.

1: Charge unlocked
2: Force +25%, Damage + 25%, Stamina cost -15%
3: Force +50%, Damage + 50%, Stamina cost -30%

EARTHSHAKER

Tier Level: 7 of 7 Skill Levels: 1

The ground trembles with the force of your strikes, additionally this skill unlocks a special attack.

Blunt weapon damage: +5%
Blunt weapon stamina cost: -10%
Chance of critical hit with blunt weapon: +3%
Stomper can be used without stopping

You can use a special attack to instantly knock out your enemy.

Survival Upgrades

RECUPERATION
Tier Level: 1 of 7 Skill Levels: 1

Regenerates 10% of health per minute.

REGENERATION
Tier Level: 4 of 7 Skill Levels: 1

Regenerates 15% of health per minute.

MONEY MAGNET
Tier Level: 2 of 7 Skill Levels: 3

Increases amount of looted money.

1: Money looted: +10%
2: Money looted: +20%
3: Money looted: +30%

BONE BREAKER
Tier Level: 5 of 7 Skill Levels: 3

Increases XP for breaking enemies' bones.

1: XP x2
2: XP x3
3: XP x4

MOTIVATION
Tier Level: 2 of 7 Skill Levels: 3

Chance to turn incoming damage into a stamina boost.

1: Stamina gain chance: 10%
2: Stamina gain chance: 20%
3: Stamina gain chance: 30%

BULLETPROOF
Tier Level: 5 of 7 Skill Levels: 3

Reduces bullet damage taken.

1: Bullet damage taken: -6%
2: Bullet damage taken: -12%
3: Bullet damage taken: -18%

DECOY
Tier Level: 2 of 7 Skill Levels: 3

You're more likely to attract the enemies' attention.

1: Threat factor: +10%
2: Threat factor: +20%
3: Threat factor: +30%

BACKFIRE
Tier Level: 5 of 7 Skill Levels: 3

Enemies receive damage for knocking you down.

1: Backfire damage: x1
2: Backfire damage: x2
3: Backfire damage: x3

SPRING
Tier Level: 2 of 7 Skill Levels: 1

When knocked down, quickly get up.

LAST STAND
Tier Level: 6 of 7 Skill Levels: 3

Decreases damage taken when health is below critical level.

1: Received damage: -20%
2: Received damage: -40%
3: Received damage: -60%

HARDENED
Tier Level: 3 of 7 Skill Levels: 3

Reduces melee damage taken.

1: Melee damage taken: -5%
2: Melee damage taken: -10%
3: Melee damage taken: -15%

FENCE
Tier Level: 6 of 7 Skill Levels: 3

Increases prices of items you sell.

1: Item sale price: +10%
2: Item sale price: +20%
3: Item sale price: +30%

LOCKPICKING
Tier Level: 3 of 7 Skill Levels: 3

Allows opening of locks.

1: Level 1 locks can be opened.
2: Level 2 locks can be opened.
3: Level 3 locks can be opened.

CUSTOM MAINTENANCE
Tier Level: 6 of 7 Skill Levels: 3

Increases durability of modified weapons.

1: Weapon durability: +10%
2: Weapon durability: +20%
3: Weapon durability: +30%

DEEPER POCKETS
Tier Level: 3 of 7 Skill Levels: 3

Increases the number of inventory slots.

1: Extra slots: 2
2: Extra slots: 4
3: Extra slots: 6

REBIRTH
Tier Level: 7 of 7 Skill Levels: 1

You can rebuild destroyed organs and recover from ghastly wounds. You regenerate 20% of health per minute.

In this section we reveal which skills are preselected when you choose between one of Sam B's three Skill Set options. Combat, Survival and Balanced. There are 14 skill points distributed between these presets. You can always select "Custom" and make the selections yourself. We highly recommend the Balanced preset if you go the easy route.

SAM B'S COMBAT PRESET

FURY

- Haymaker
- Grim Inspiration lvl 3
- Sticks and Stones lvl 1

COMBAT

- Heavy Hitter
- Effortless lvl 3
- Devastation lvl 3
- Exploit Weakness lvl 2

SURVIVAL

None

SAM B'S SURVIVAL PRESET

FURY

- Haymaker

COMBAT

- Heavy Hitter
- Effortless lvl 1

SURVIVAL

- Recuperation
- Lockpicking lvl 1
- Money Magnet lvl 3
- Deeper Pockets lvl 1
- Motivation lvl 3
- Regeneration
- Hardened lvl 1

SAM B'S BALANCE PRESET

FURY

- Haymaker
- Grim Inspiration lvl 2
- Sticks and Stones lvl 1

COMBAT

- Heavy Hitter
- Devastation lvl 2

SURVIVAL

- Recuperation
- Lockpicking lvl 1
- Money Magnet lvl 3
- Deeper Pockets lvl 1
- Hardened lvl 1

JOHN MORGAN

OCCUPATION:
ADF SOLDIER
EXPERTISE:
HAND-TO-HAND COMBAT EXPERT

HEALTH: 120
SPEED: 90
STAMINA: 100

- Faster Weapon skills learning
- Chance of area attacks during Fury
- Power special attacks, including Uppercut and Run Kick
- Chance to avoid death and heal instead

BIO:

My grandfather fought the Japanese here in WW2 and never left. Married a local girl. My father was native born and a Sergeant Major. So I'm second generation military and from the time I was ten, I wanted to follow in their footsteps. I wanted to be a soldier and protect and defend this country against all enemies. I did my job. I did what I was told. I always followed orders. Until the day they gave me an order I couldn't follow. You see, it's hard to describe how it feels when everything you believe in turns out to be a lie. When the people you trusted let the ones you love die

None of my commanders were born here. None of them knew the land and the people who lived here. None of them had to sacrifice anything. So they made others sacrifice what was dearest to them. I still cannot believe I was the only one to say no. But I was the only one. I was accused of desertion and treason and for that I was to spend the rest of my life in prison. Simply for helping those I had sworn to protect. Well, now I know who the real enemy is and this fight is not over. I swore an oath and as far as I'm concerned, John Morgan is still a soldier."

PLAYING AS JOHN MORGAN

STAT ANALYSIS

The new guy, John has the highest health out of all the survivors, including Sam. That's right, John has a whopping 120 points of health, 100 speed and 90 Stamina. His stamina is actually average in comparison. This is all by design, as he is a melee fighter, filling an uncomfortable vacancy between Logan and Sam B.

HAND-TO-HAND COMBAT EXPERT

John is one to claw his way to the top…the top of a pile of undead carcasses. Brass Knuckles and Claws have never been too exciting. John changes that. John is proficient in anything melee oriented; this doesn't just mean Batons and Handbos. Oh no. A master in Melee weapons has been missing until now. The Melee category of weapons include Axes, Machetes, Cane Knives, Crowbars, Double Blades, Hammers, Katana, Slicers, Tanto, Wakizashi and Wrenches. As you can see, some of these weapons from other categories are also hand-to-hand melee weapons. John will prove it to you.

During his Fury special, Touch of Power, John produces a large staff and begins breaking limbs and skulls with anyone that gets in his way. This is a melee Fury similar to Xian's where you must seek out and conquer the enemy up close.

COMBAT

John's signature melee attack is the *Palm Strike*. This is the first Skill for sale on the Combat Skill tree. An unarmed, precise strike on the head deals additional 10% damage and causes bleeding. Unarmed does not include Brass Knuckles and Claws. It raises hand-to-hand damage by 5%, the critical hit chance of hand-to-hand is raised by a percent, stamina cost for hand-to-hand is lowered by 5%, and hand-to-hand force is raised 5%. There are two more levels of this type of attack up the tree: *Big Boot* and *Kiss Of The Dragon*.

The second tier of Combat presents *Cardio*, *Weapon Durability* and *Life Drain*. For quick leveling, we suggest skipping *Weapon Durability* and put your points into the other two and if one more than the other then choose early on to lay more points down on *Cardio*, as the third level gives you a 45% stamina decrease during hand-to-hand combat.

The third tier contains *Frenzy*, *Body Blows*, *Puncher*, and *Charge*. For quick leveling up we suggest purchasing three levels of *Puncher* to get 15% more hand-to-hand damage and to open the next tier.

Big Boot is the sole occupier of tier four. This doubles what *Palm Strike* did for you plus allows for powerful running kicks that can deal a good amount of damage and possibly knock down enemies.

Tier five of Combat Skills presents *Cold Rage*, *Uppercut Attack* and *What A Kicker*. John's *Uppercut Attack* is a lot of fun, so we suggest maxing that out or leveling up to two and put one on *What A Kicker* to increase kicking damage by 25%. This will unlock tier six.

The sixth tier of the Combat Skill tree gives you *Counterattack*, *Way Of The Fist*, and *Uppercut Attack Upgrade*. For quick Skill tree climbing we suggest purchasing all three levels of the *Uppercut Attack Upgrade*. This allows you to enjoy the attack a lot more now that it won't empty your stamina bar.

Kiss Of The Dragon is a hyper version of *Palm Strike* and in conjunction with *Big Boot*, your hand-to-hand damage is raised 15% (stackable with *Puncher*), hand-to-hand critical hit chance is up 6% (stackable with *Cold Rage*), hand-to-hand stamina cost dips 15% (stackable with *Cardio*), and hand-to-hand force increases 30%.

SURVIVAL

The Health And Stamina Buff 1 increases both John's health and stamina by 10%. Not bad for the first Survival Skill. John's stamina was a bit low and this'll help a bit. Tier two brings *One-Handed Weapon Durability*, *Master Thief*, *Deeper Pockets*, and *Spring*. For quick Skill tree climbing we suggest you purchase two levels of *One-Handed Weapon* Durability and one lock picking level in Master Thief to get you to the next tier.

The third survival tier gives John his second dose of the *Health And Stamina Buff* with version 2, increasing health and stamina another 10% for a total of 20% so far.

The fourth tier offers *Optimal Maintenance*, *Weapons Proficiency*, *Life Insurance*, and *Sapper*. We suggest for your first trip through this tree that you nab three levels of Weapons Proficiency to speed up melee weapon leveling by 30%.

In the fifth tier you have *Nosferatu*, *Strong Legs*, *Marathon Runner* and *Military Training* skills. Jump all over the running stamina reduction of 60% by spending one Skill Point on *Marathon Runner* and then put two skill points into *Military Training* to raise the chance to gain health by 40% instead of dying. I like those odds.

The final Survival Skill is *Health And Stamina Buff 3*. This ads yet another 10% onto your health and stamina. If you were to purchase all Survival enhancements to these two categories you'll raise your health and stamina by 30%.

FURY: TOUCH OF POWER

John Morgan's special Fury attack is *Touch Of Power*. He unleashes a deadly attack with a staff. In the second tier of the Fury Skill tree, you can find *Infinite Rage*. Purchase three levels of this to increase rage gained from kills by 15%. Leave the other skills in the second tier for now and purchase *Touch Of Destruction* next. This creates a killing blow during fury that collapses the chest and sends the enemy flying.

In the fourth Fury Skill tree tier is *Go Green*, *Kill All, Know All* and *Long Hands*. All three of these skills are good. We suggest raising them evenly together. Alternatively, we would suggest putting three points into *Kill All, Know All* to get 99% more experience during Fury.

The fifth tier offers *Like A Rock* and *Zen Time*. Go with the one point price on *Zen Time* and pass on *Like A Rock* until you've purchased one of the many more desirable skills. The final skill in this tree is *Touch Of Death*, which also only costs one Skill Point and doubles your time during Fury.

Fury Upgrades

TOUCH OF POWER

Tier Level: 1 of 6 Skill Levels: 1

Perform quick and deadly attacks with a staff in Fury mode.

GO GREEN

Tier Level: 4 of 6 Skill Levels: 3

Rage points regained after Fury is used.

1: +10% of Fury recycled after Fury finishes
2: +20% of Fury recycled after Fury finishes
3: +30% of Fury recycled after Fury finishes

INFINITE RAGE

Tier Level: 2 of 6 Skill Levels: 3

Rage gained from kills.

1: Rage gained from kills: 5%
2: Rage gained from kills: 10%
3: Rage gained from kills: 15%

KILL ALL, KNOW ALL

Tier Level: 4 of 6 Skill Levels: 3

Experience gained while in Fury mode is increased.

1: XP gained from Fury increased: +33%
2: XP gained from Fury increased: +66%
3: XP gained from Fury increased: +99%

LIGHTNING MOVES

Tier Level: 2 of 6 Skill Levels: 3

Fury makes you move faster.

1: Movement speed: +33% (when Fury is active)
2: Movement speed: +66% (when Fury is active)
3: Movement speed: +99% (when Fury is active)

LONG HANDS

Tier Level: 4 of 6 Skill Levels: 3

Gain chance to perform area of effect attack when in Fury mode.

1: Area of Effect attack chance: +33%
2: Area of Effect attack chance: +66%
3: Area of Effect attack chance: +100%

GODSPEED

Tier Level: 2 of 6 Skill Levels: 3

Give speed buff to yourself and your team during Group Fury effect.

1: Group Fury duration 30s, Speed bonus: Movement +25%, Attack +10%, Reload +15%
2: Group Fury duration 45s, Speed bonus: Movement +50%, Attack +20%, Reload +25%
3: Group Fury duration 60s, Speed bonus: Movement +75%, Attack +30%, Reload +35%

LIKE A ROCK

Tier Level: 5 of 6 Skill Levels: 1

Cannot be knocked down while in a Fury.

BURNING FIRSTS

Tier Level: 2 of 6 Skill Levels: 3

Gain additional Rage after killing opponent in hand-to-hand combat.

1: Rage gained from Hand-to-Hand attacks: +10%
2: Rage gained from Hand-to-Hand attacks: +20%
3: Rage gained from Hand-to-Hand attacks: +30%

ZEN TIME

Tier Level: 5 of 6 Skill Levels: 1

Fully restore health points after Fury ends.

TOUCH OF DESTRUCTION

Tier Level: 3 of 6 Skill Levels: 1

Killing blow breaks enemy's chest and sends them flying.

TOUCH OF DEATH

Tier Level: 6 of 6 Skill Levels: 1

You have fully mastered rage management. From now on your Fury lasts twice as long.

PALM STRIKE

Tier Level: 1 of 7 Skill Levels: 1

Unarmed, precise strike on the head, deals additional 10% damage and causes bleeding.

Hand-to-hand damage: +5%
Hand-to-hand critical hit chance: +1%
Hand-to-hand stamina cost: -5%
Hand-to-hand force: +5%

BIG BOOT

Tier Level: 4 of 7 Skill Levels: 1

Kicks performed while running deal a lot of damage and can knock down enemies.

Hand-to-hand damage: +5%
Hand-to-hand critical hit chance: +2%
Hand-to-hand stamina cost: -5%
Hand-to-hand force: +10%

CARDIO

Tier Level: 2 of 7 Skill Levels: 3

Decrease stamina cost of hand-to-hand attacks.

1: Stamina cost decreased by 15%
2: Stamina cost decreased by 30%
3: Stamina cost decreased by 45%

COLD RAGE

Tier Level: 5 of 7 Skill Levels: 3

A kill increases your chances of a critical hit for a few seconds.

1: Critical hit chance: +4%
2: Critical hit chance: +8%
3: Critical hit chance: +12%

WEAPON DURABILITY

Tier Level: 2 of 7 Skill Levels: 3

Increases hand-to-hand weapon durability.

1: Weapon durability increased by: +10%
2: Weapon durability increased by: +20%
3: Weapon durability increased by: +30%

UPPERCUT ATTACK

Tier Level: 5 of 7 Skill Levels: 1

Unlock John's powerful but slow uppercut attack. It can knock down enemies, but requires a lot of stamina. Only usable with bare fists, brass knuckles and claws.

LIFE DRAIN

Tier Level: 2 of 7 Skill Levels: 3

Chance to heal after each hit.

1: Chance to heal after each hit: 1%
2: Chance to heal after each hit: 2%
3: Chance to heal after each hit: 3%

WHAT A KICKER

Tier Level: 5 of 7 Skill Levels: 3

Increases damage with kick attacks.

1: Increases kick damage +25%
2: Increases kick damage +50%
3: Increases kick damage +75%

FRENZY

Tier Level: 3 of 7 Skill Levels: 3

A kill increases damage for five seconds.

1: Damage: +10%
2: Damage: +20%
3: Damage: +30%

COUNTERATTACK

Tier Level: 6 of 7 Skill Levels: 3

Evading enemy strike increases chance of a critical hit for your next attack.

1: After dodge, critical hit chance is increased by 15%
2: After dodge, critical hit chance is increased by 30%
3: After dodge, critical hit chance is increased by 45%

BODY BLOWS

Tier Level: 3 of 7 Skill Levels: 3

Gain chance to perform very powerful fist and kick attacks, with the ability to knock down your enemy.

1: Critical attack chance increased: 5%
2: Critical attack chance increased: 10%
3: Critical attack chance increased: 15%

WAY OF THE FIST

Tier Level: 6 of 7 Skill Levels: 3

Increases critical hit chance with hand-to-hand weapons.

1: Critical hit chance: +2%
2: Critical hit chance: +4%
3: Critical hit chance: +6%

PUNCHER

Tier Level: 3 of 7 Skill Levels: 3

Increases damage with hand-to-hand weapons.

1: Hand-to-hand damage: +5%
2: Hand-to-hand damage: +10%
3: Hand-to-hand damage: +15%

UPPERCUT ATTACK UPGRADE

Tier Level: 6 of 7 Skill Levels: 3

Decreases stamina cost of performing uppercut attack.

1: Stamina cost decreased by 15%
2: Stamina cost decreased by 30%
3: Stamina cost decreased by 45%

CHARGE

Tier Level: 3 of 7 Skill Levels: 3

Perform powerful, wide attack while sprinting.

1: Charge unlocked
2: Force +25%, Damage +25%, Stamina cost -15%
3: Force +50%, Damage +50%, Stamina cost -30%

KISS OF THE DRAGON

Tier Level: 7 of 7 Skill Levels: 1

Very powerful attack with a lot of force, causes bleeding. Additionally, a precise strike on the head has a small chance of instantly killing your opponent.

Hand-to-hand damage: +5%
Hand-to-hand critical hit chance: +3%
Hand-to-hand stamina cost: -5%
Hand-to-hand force: +15%

Survival Upgrades

HEALTH AND STAMINA BUFF 1
Tier Level: 1 of 6 Skill Levels: 1

Maximum health and stamina is increased by 10%

ONE-HANDED WEAPON DURABILITY
Tier Level: 2 of 6 Skill Levels: 3

One-handed weapon durability.

1: One-handed weapon durability: 10%
2: One-handed weapon durability: 20%
3: One-handed weapon durability: 30%

MASTER THIEF
Tier Level: 2 of 6 Skill Levels: 3

Allows opening of locked weapon crates.

1: Level 1 locks can be opened.
2: Level 2 locks can be opened.
3: Level 3 locks can be opened.

DEEPER POCKETS
Tier Level: 2 of 6 Skill Levels: 3

Increases the number of inventory slots.

1: Extra slots: 2
2: Extra slots: 4
3: Extra slots: 6

SPRING
Tier Level: 2 of 6 Skill Levels: 1

When knocked down, quickly get up.

HEALTH AND STAMINA BUFF 2
Tier Level: 3 of 6 Skill Levels: 1

Maximum health and stamina is increased by 10%

OPTIMAL MAINTENANCE
Tier Level: 4 of 6 Skill Levels: 3

Reduces repair cost.

1: Repair cost: -10%
2: Repair cost: -20%
3: Repair cost: -30%

WEAPON PROFICIENCY
Tier Level: 4 of 6 Skill Levels: 3

Level up skill weapons faster.

1: Weapons skill training bonus: 10%
2: Weapons skill training bonus: 20%
3: Weapons skill training bonus: 30%

LIFE INSURANCE
Tier Level: 4 of 6 Skill Levels: 3

Decreases cash penalty on death.

1: Cash penalty: 15%
2: Cash penalty: 30%
3: Cash penalty: 45%

SAPPER
Tier Level: 4 of 6 Skill Levels: 3

Reduces damage from explosions.

1: Reduce explosion damage: -20%
2: Reduce explosion damage: -40%
3: Reduce explosion damage: -60%

NOSFERATU
Tier Level: 5 of 6 Skill Levels: 3

Critical strikes allow you to regenerate health.

1: Critical strike health regeneration: +5%
2: Critical strike health regeneration: +10%
3: Critical strike health regeneration: +15%

STRONG LEGS
Tier Level: 5 of 6 Skill Levels: 1

Lower jumping stamina cost by 60%

MARATHON RUNNER
Tier Level: 5 of 6 Skill Levels: 1

Reduce stamina cost of running by 60%

MILITARY TRAINING
Tier Level: 5 of 6 Skill Levels: 3

Gain chance to recover a bit of health instead of dying.

1: Chance of recovering health: +20%
2: Chance of recovering health: +40%
3: Chance of recovering health: +60%

HEALTH AND STAMINA BUFF 3
Tier Level: 6 of 6 Skill Levels: 1

Maximum health and stamina is increased by 10%

In this section we reveal which skills are preselected when you choose between one of John's three Skill Set options. Combat, Survival and Balanced. There are 14 skill points distributed between these presets. You can always select "Custom" and make the selections yourself. We highly recommend the Balanced preset if you go the easy route.

JOHN'S COMBAT PRESET

FURY

- Touch of Power
- Infinite Rage lvl 2

COMBAT

- Palm Strike
- Cardio lvl 2
- Life Drain lvl 2
- Frenzy lvl 2
- Puncher lvl 2
- Big Boot

SURVIVAL

- Health and Stamina Buff 1

JOHN'S SURVIVAL PRESET

FURY

- Touch of Power

COMBAT

- Palm Strike
- Life Drain lvl 2

SURVIVAL

- Health and Stamina Buff 1
- One-Handed Weapon Durability lvl 3
- Master Thief lvl 1
- Deeper Pockets lvl 2
- Spring
- Health and Stamina Buff 2
- Weapons Proficiency lvl 1

JOHN'S BALANCE PRESET

FURY

- Touch of Power
- Infinite Rage lvl 1

COMBAT

- Palm Strike
- Cardio lvl 2
- Life Drain lvl 2
- Frenzy lvl 1

SURVIVAL

- Health and Stamina Buff 1
- One-Handed Weapon Durability lvl 2
- Deeper Pockets lvl 1
- Spring
- Health and Stamina Buff 2

PALANAI GUIDE TO ZOMBIE WATCHING

The monsoon has afforded watchers are especially rare gift—in habitat zombie watching. When you spot a zombie, don't immediately try to use this field guide to identify it. Every moment of viewing time is precious. Keep your eye fixed on the zombie and study it—absorb details—its markings, movements, and feeding habits. Zombie watching is so relaxing; you'll wish you had this opportunity year round.

OGRE

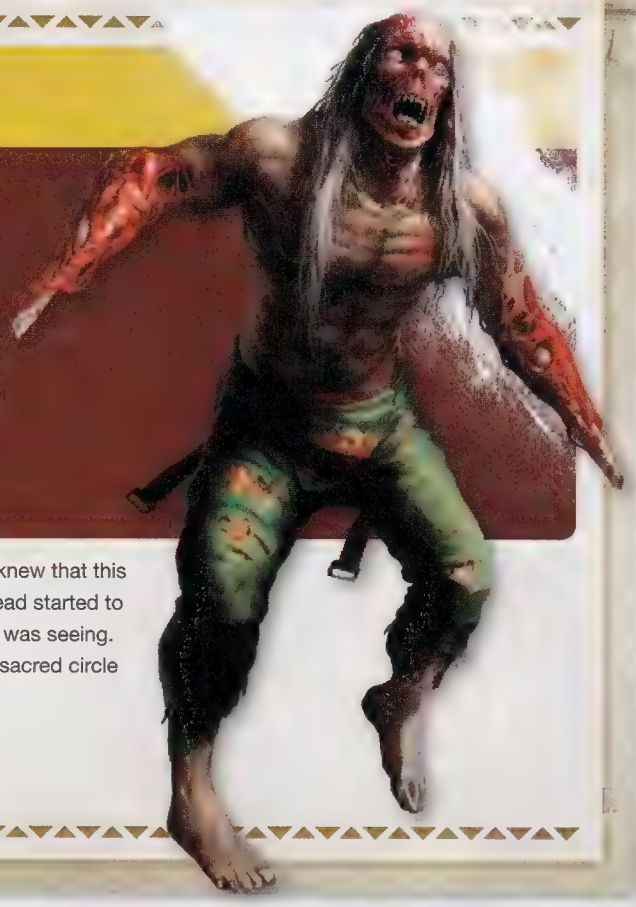
JOE "OGRE" SOMARE

SPEED: ★★★★

THREAT LEVEL: 💀💀💀💀💀

SPECIAL SKILL: Has very powerful attacks, inflicts a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down, can perform series of attacks.

WEAK POINTS: None



Joe had seen all of the movies at Jacqueline's cinema, and he knew that this was going to happen. It was only a matter of time. When the dead started to rise, Joe understood what was happening, the truth of what he was seeing. He got bit on purpose, after all it was the only way to enter the sacred circle of the possessed.

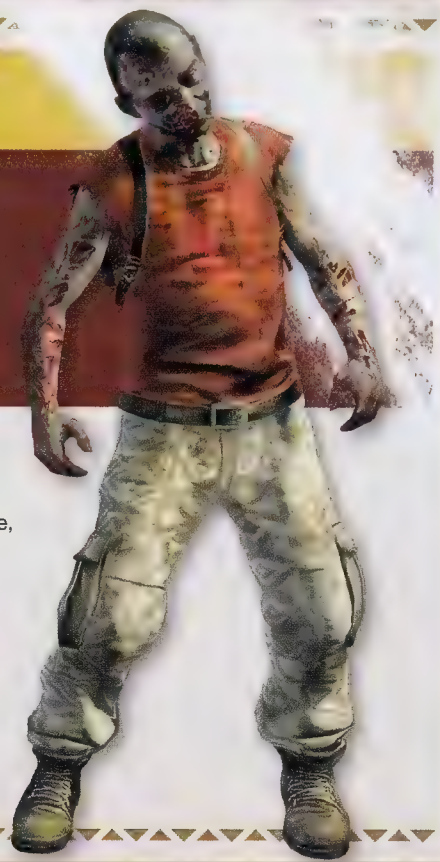
INFECTED

SPEED: ★★★★

THREAT LEVEL: 💀💀

SPECIAL SKILL: Performs series of deadly attacks, quickly recovers his balance.

WEAK POINTS: Easy to knock back or knock down



A very fast enemy that unleashes a series of dangerous attacks. Its speed allows it to catch fleeing players, and launch surprise attacks. Infected often travel in small groups. Agile and vicious, the Infected attack any target they see, announcing their presence with a bone-chilling shriek. Take them out from a distance or by fighting one-on-one. If your long-range attack misses, the next best thing is to kick it when it gets close and then attack when it's off balance.

KNOCK THEM BACK!

BURNING INFECTED

SPEED: ★★★★

THREAT LEVEL: 💀 💀

SPECIAL SKILL: Performs series of deadly attacks, quickly recovers his balance, causes additional fire damage.

WEAK POINTS: Easy to knock back or knock down.

This is a new-and-improved version of the regular Infected. Direct contact leads to dire consequences in the form of fire damage. As a result, Burning Infected must be kept at a distance.

WALKER

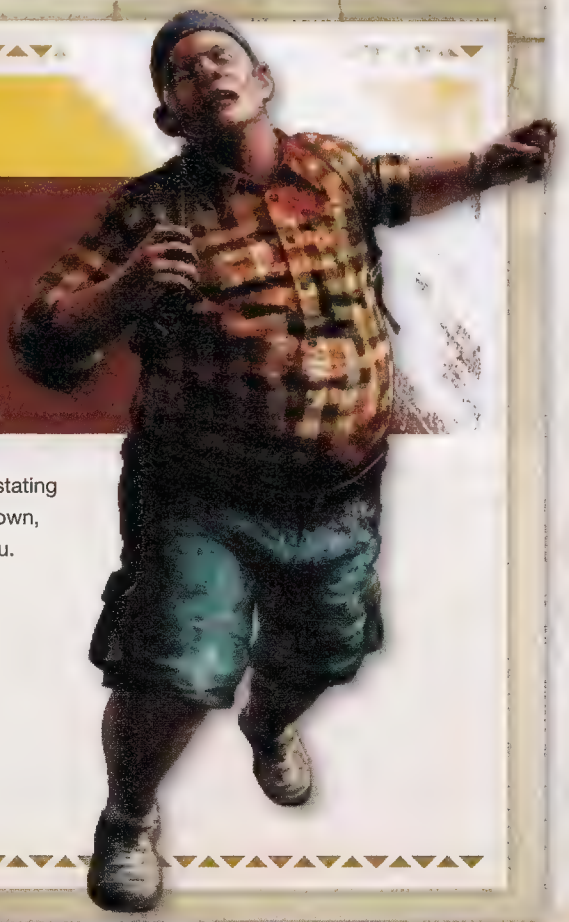
SPEED: ★★

THREAT LEVEL: 💀

SPECIAL SKILL: Can grab and bite his victim.

WEAK POINTS: Easy to knock back or knock down, moves slowly and therefore can be avoided.

This is the most common type of enemy. It is slow, but can unleash devastating attacks if allowed to close distance. While a minor threat when it's on its own, Walkers nearly always travel in large groups. Do not let them surround you.



TOXIC WALKER

SPEED: ★★

THREAT LEVEL: 💀

SPECIAL SKILL: Can grab and bite his victim, causes additional toxic damage

WEAK POINTS: Easy to knock back or knock down, moves slowly and therefore can be avoided.

The toxic version of the Walker, direct contact with Toxic Walkers leads to poisoning. As a result, it must be kept at a distance.

BURNING WALKER

SPEED: ★★

THREAT LEVEL: 💀

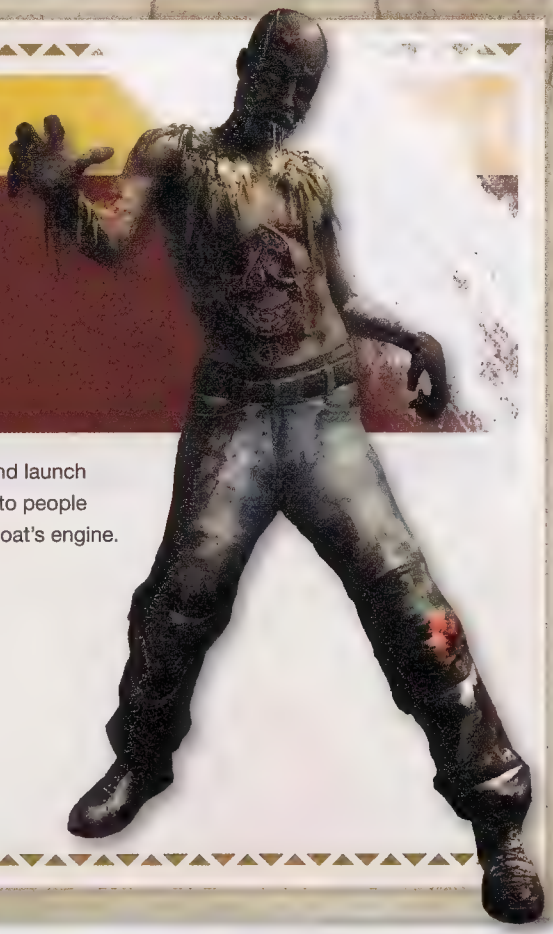
SPECIAL SKILL: Can grab and bite his victim, causes additional fire damage

WEAK POINTS: Easy to knock back or knock down, moves slowly and therefore can be avoided.

Direct contact with the Flaming Walker leads to fire damage. As a result, it must be kept at a distance.

FIRE ELEMENT!

DROWNER



SPEED: ★★★★

THREAT LEVEL: 💀 💀

SPECIAL SKILL: Performs series of deadly attacks, quickly recovers his balance.

WEAK POINTS: Easy to knock back or knockdown.

Drowners are nasty. They are very fast and silently lurk in the water and launch surprise attacks. Usually seen in a group, they also presents a threat to people traveling by boat, because they hear and reacts to the sound of the boat's engine.

THUG

SPEED: ★

THREAT LEVEL: 💀 💀 💀

SPECIAL SKILL: Can knock victim to the ground, very tough, cannot be knocked down.

WEAK POINTS: Moves slowly, can be attacked from behind, susceptible to attacks while taunting.

Very slow but extremely strong, Thugs cannot be knocked down. Its powerful attack can knock down players. They are extremely dangerous in confined spaces, and it rarely appears alone.

ATTACK FROM BEHIND!

RAM

SPEED: ★

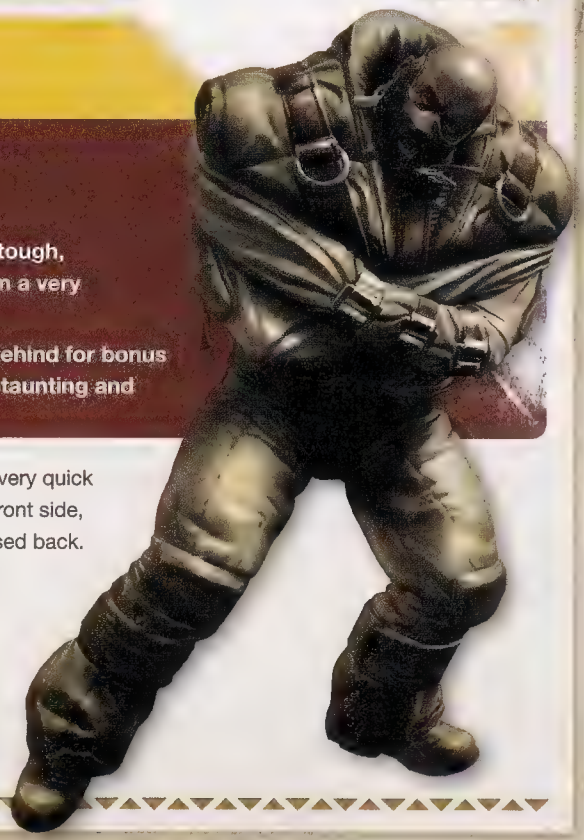
THREAT LEVEL: 💀💀💀💀💀

SPECIAL SKILL: Can knock victim to the ground, very tough, cannot be knocked down, can perform a very powerful charge attack.

WEAK POINTS: Moves slowly, can be attacked from behind for bonus damage, susceptible to attacks while taunting and after performing a charge.

The Ram is a large enemy that is slow-moving, but can perform a very quick and dangerous charge. Resistant to attacks against its head and front side, Rams are difficult to kill. Avoid its charge and then attack its exposed back.

ATTACK FROM BEHIND!



SUICIDER

SPEED: ★★

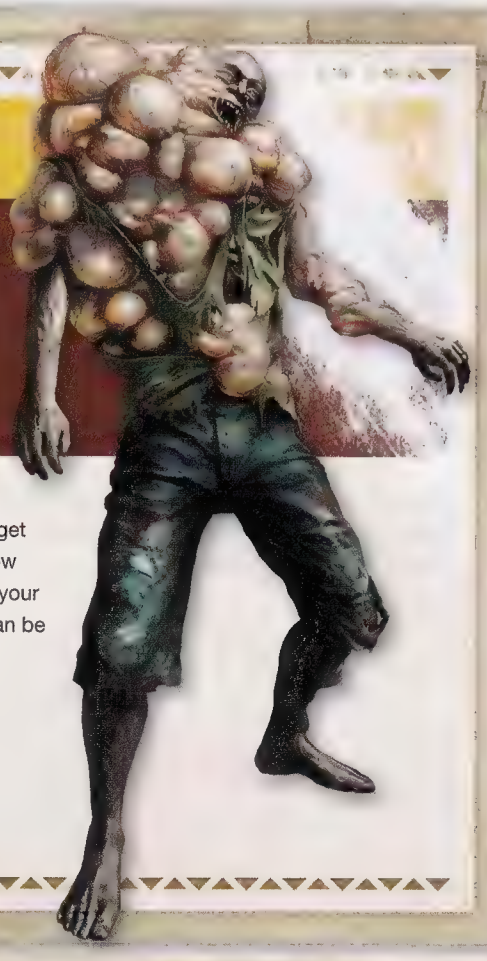
THREAT LEVEL: 💀💀

SPECIAL SKILL: Can explode, inflicting a great deal of damage to everything in range.

WEAK POINTS: Very slow, can be killed from a distance using firearms or throw attacks

This poor creature is trapped in a disfigured, pulsing body. They seemed to have retained a semblance of awareness even though its instincts drive it to get close to a survivor and attack with a suicidal explosion. Luckily, it's a very slow enemy. However, it explodes when you come within range. It is best to keep your distance from this enemy, using firearms or thrown weapons. Its explosion can be used to kill other enemies.

KILL FROM A DISTANCE!



FLOATER

SPEED: ★

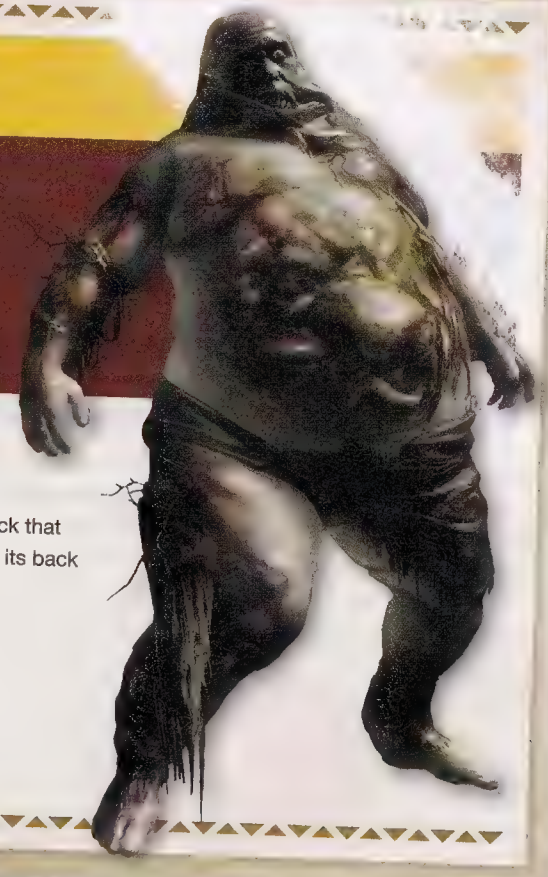
THREAT LEVEL: 💀 💀 💀

SPECIAL SKILL: Can vomit a toxic bile at a distance, very tough

WEAK POINTS: Moves and rotates very slowly, attacks can be avoided.

This bloated, partially decomposed body produces corrosive slime capable of hurting, blinding, or disorienting enemies from a distance. Floaters are hard to kill; their tissues are able to absorb a lot of punishment. However, they are very slow and use a ranged attack that consists of toxic vomit. You can use the enemy's slow speed to attack its back and avoid its attacks.

DODGE TOXIC VOMIT



SCREAMER

SPEED: ★★★

THREAT LEVEL: 💀 💀 💀 💀

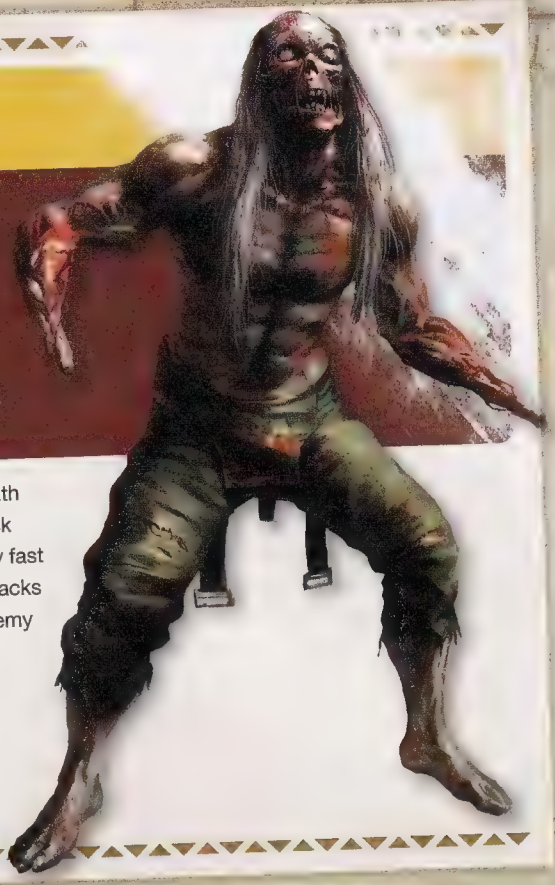
SPECIAL SKILL: Its scream can incapacitate everyone in range.

WEAK POINTS: Has fragile body and can be easily killed when cornered.

Screamers are fast and very dangerous. It always appears with a group of other enemies. If it gets close enough, its scream can stun the player, making attacks impossible.

ATTACK FROM A DISTANCE

BUTCHER



SPEED: ★★★★

THREAT LEVEL: 💀💀💀

SPECIAL SKILL: Performs series of deadly attacks, its attack cannot be interrupted with one-handed weapon attacks.

WEAK POINTS: Can be knocked back with a kick or two-handed weapons.

A meaner, tougher versions of the Infected, Butchers slice and tear with whatever is left of their limbs. Their leaping attacks and lightning-quick reactions make them hard to fight with melee attacks. They are a very fast enemy, and cannot be knocked down to the ground. It can dodge attacks and catch up with a fleeing player. The best fighting tactic for this enemy is to use the environment and perform ranged attacks.

KICK BACK AND ATTACK

WRESTLER

SPEED: ★

THREAT LEVEL: 💀💀💀💀

SPECIAL SKILL: Can knock victim to the ground, very tough, cannot be knocked down.

WEAK POINTS: Moves slowly, can be attacked from behind, susceptible to attacks while taunting, its attacks are slow.

These are slow enemies that performs area-of-effect attacks. Its attack can knock the player down. It is highly resistant to direct attacks and cannot be knocked down.

AREA OF EFFECT!

GRENADIER

SPEED: ★

THREAT LEVEL: 💀 💀 💀 💀

SPECIAL SKILL: Throws toxic parts of his body at his opponent, has a long-range attack.

WEAK POINTS: Moves and rotates very slowly. Grenadier attacks can be avoided.

This slow enemy attacks at a great distance by throwing toxic pieces of its own body. When fighting this enemy, use its slow speed to your advantage and attack its back. Its weak spot is the bottle on its back which can be detonated.

SLOW MOVER!

MUTATED SCIENTIST

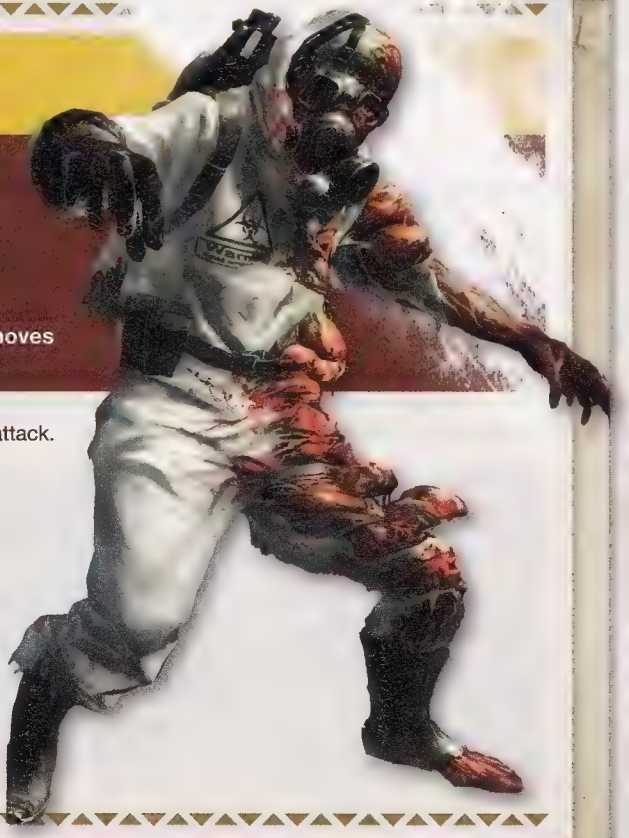
SPEED: ★★

THREAT LEVEL: 💀

SPECIAL SKILL: Can grab and bite his victim

WEAK POINTS: Easy to knock back or knock down, moves slowly and therefore can be avoided.

This enemy is similar to the Grenadier but does not use a ranged attack. A weak enemy, it is dangerous only in groups.



PALANAI ISLAND DEAD ZONES

KILLER
JAMES "KILLER" NISIRA

SPEED: ★

THREAT LEVEL: 💀 💀 💀 💀 💀

SPECIAL SKILL: Has very powerful attacks, inflicts a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down.

WEAK POINTS: None

ITEMS FOUND: Titanium Pipe, Propane Cutter, Semiconductors, Electronic Scrap, 5 Weapon Chests.

Nisira had made a lot of enemies, but they never slowed him down. In fact, they gave him strength. After all, politics is a contact sport and Nisira was very good at politics. That is, until a City Council meeting when he was bitten. As chaos enveloped the room, he knew that this, at last, was politics at its most pure. And he rejoiced.

STRATEGY

James's Dead Zone is located behind the gas pump at Oil Storage where you Rescue Brian, one of the closest survivors to the Paradise Survival Camp in Palanai. Have available medkits and flares before you enter. It's also always helpful to have a full Rage Meter going into Dead Zones.

Be ready for an ambush the moment you enter the building; a handful of Walkers will be all over you at the entry. Beat them back, throw a flare (right on D-pad for quick access and throwing), and finish them off. You may find this is a better time to use Fury than when you meet "Killer". Once the first room is clear, find the **Titanium Pipe** on a bookshelf, then head toward the open exit and defeat the single Walker out there.

As you approach the double doors on the next building stop and think about your tactic. The room is full of zombies including a tough Dead Zone boss.

Lay mines down at the closed doors and lay a few backing up into the previous hut. Open the doors, throw molotovs or grenades in, and back up to the previous hut to allow chasers to walk into the mines.

Make sure your specialty weapon is in a weapon slot so you won't have a large stamina drain when you fall back. Fill the rest of the weapon slots with blade weapons.

James is slow, so finish off his minions with your specialty weapon. Once they are down start flinging your blade weapons at James. Turn him into a pincushion.

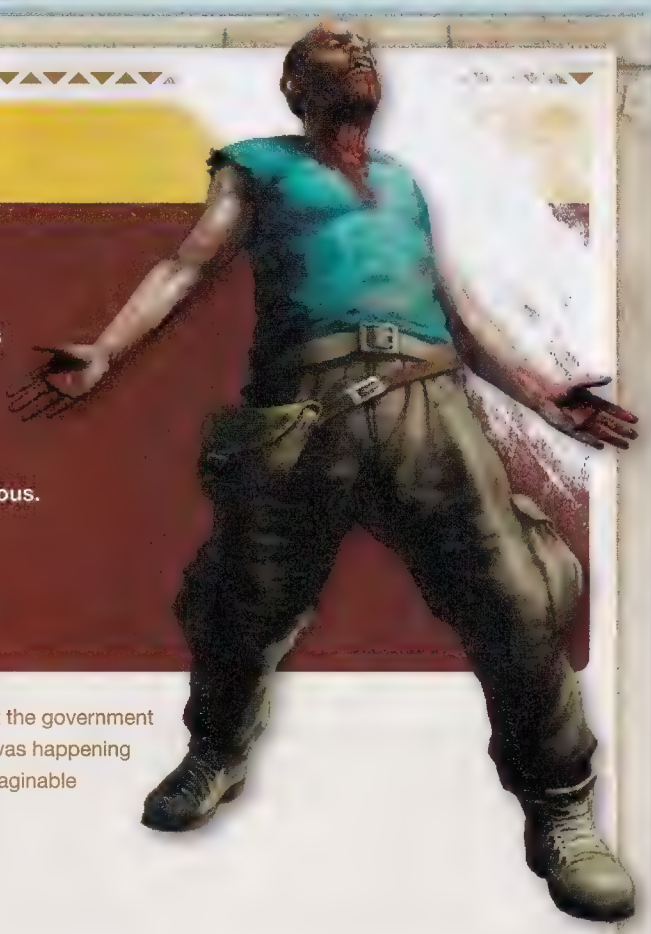
Remember to dodge back when the boss goes into his three-swing hit combo. Kicking is a good way to delay his attack. Using modified specialty weapons with effects also keeps him from attacking, such as fire or electricity.

Try finishing him off with your specialty weapon to get some good weapon XP out of the kill. If you are a firearms specialist, use the Flare Gun or the Nailgun.

There are more Walkers through two breakdown doors on either side of the second building. It's more XP and there's a couple chests.

QUICKDEATH

EDUARDO "QUICKDEATH" PETOIA



SPEED:	★★★★
THREAT LEVEL:	💀💀💀💀💀
SPECIAL SKILL:	Has very powerful attacks, inflicts a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down, can perform series of attacks. Poisonous.
WEAK POINTS:	None
ITEMS FOUND:	Circuit Boards, Heavy Duty Tape, Lvl 1 & Lvl 2 Weapon Chests

Eduardo's sole misfortune was that he lived in the district that the government was turning into a Quarantine Zone. And when he saw what was happening to his friends and neighbors, how they were turning into unimaginable beasts, he decided it was time to get out, and get out he did.

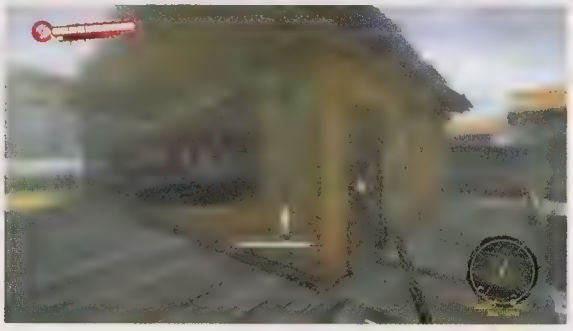
STRATEGY

The next Dead Zone boss you are likely to come across following the flow of the Main Quests is "Quickdeath" in southeast Halai in the Ocean View Bungalows.

Quickdeath is fast and poisonous! He comes screaming towards you as soon as you move to the back of the bungalow near a weapon chest. Be prepared with Fury when this guy comes running up the stairs. If you don't activate Fury, then kick him back and quickly hit him with modded specialty weapons that has the lighting, liquid fire, paralyzing, or electric effect to knock him out of his fighting rhythm.

If you enter the room without getting too close to the back door you can toss flammables or explosives into the pit to soften the boss up. There are others with him, but even the Infected aren't as fast as he is. It is best to stay in the entry so you don't draw attention from all the other zombies in the pit.

Beware. You cannot use a jump attack on the bosses when they are on a lower level like you can all the other zombies.



If you do take the battle outside, stay near the bungalow exit. You have a chance to knock him off the narrow walkway back into the pit giving you time to gather yourself, and an opportunity to aim and throw weapons. Otherwise, keep alternating kick and attack to keep him off you. Once he's gone, the rest of the undead will seem easy. Make sure to check out the Workbench room on the bottom flood of the second building for some rare (blue) items.

DEATHTRAP

JIMMY "DEATHTRAP" O'NEILL

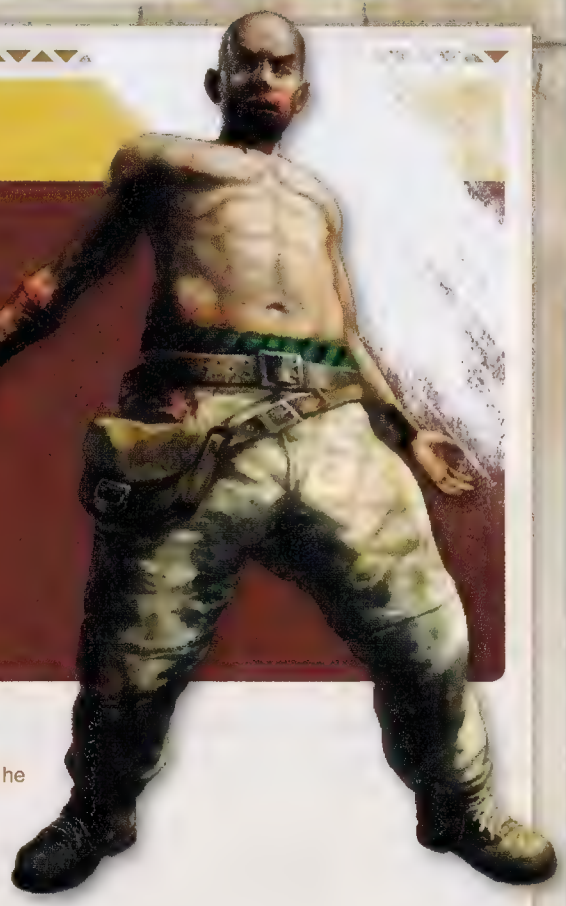
SPEED: ★★★★

THREAT LEVEL: 💀💀💀💀💀

SPECIAL SKILL: Has very powerful attacks, inflicts a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down, can perform series of attacks. He is also poisonous.

WEAK POINTS: None

ITEMS FOUND: Aluminum Tube, lvl 1 & lvl 3 Weapon Chests



Jimmy had it all figured out, surveillance systems, locks, the cops, and even an escape route. It was perfect, and Jimmy knew it. Too bad he didn't plan for an attack by the living dead.

STRATEGY

This Dead Zone is located inside the Tuluga Cave in northern Palanai smack-dab in the middle between Hanging Joe bridge and the Helicopter Wreck. On your way to the Dead Zone, fill up your Rage Meter on the undead that stand between you and the cave.

You have some time to plan while in the entry tunnel to the cave where Deathtrap is slumbering with a small army of undead. The best approach on these cave kills is to have a few grenades in your arsenal. Cautiously walk up to the clearing. You'll see the zombies slowly wake up and get to their feet. While this is happening, toss a grenade just behind the left side of the large tiki statue in the middle of the cage. And before it explodes throw another one to the right side and just behind it a bit.

New quest:
Defeat Jimmy "Deathtrap" O'Neill
Clear the Dead Zone and kill the boss inside.
Dr. Kessler's Casebook content unlocked
DEATHTRAP

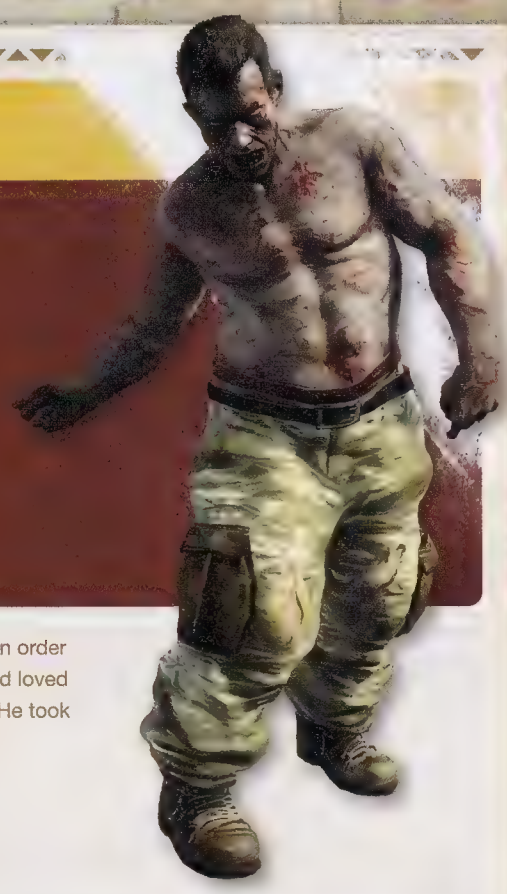
Now retreat to the tunnel entry and wait to see if Infected come running. Usually Deathrap is the first. He's fast and he's poisonous. Greet him with a timed attack to lop off his head, or kick him and then implement your specialty attack. It's best to use modded weapons that cancel his attacks, such as lightning or fire. Once you have him on the ground, just hit him relentlessly until he doesn't get up again.

Search the back of the cave for items and grab the (blue) **Aluminum Tube**. Be aware that the pocket of Infected and Walkers back there are ignorant to the battle going on in the cave, and do not attack until you near that back of the cave.

THE UNDYING

PETER "THE UNDYING" W.SPICER

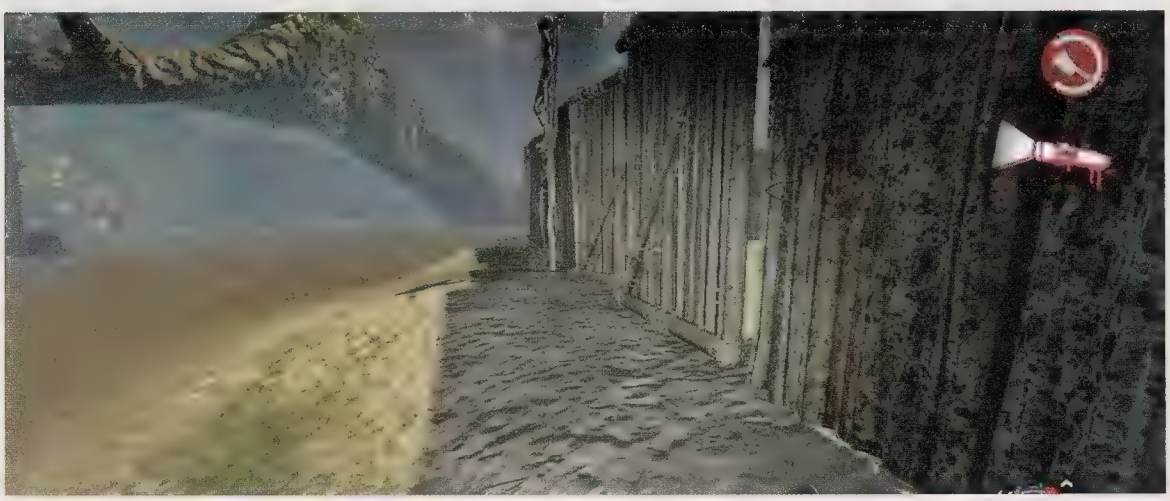
SPEED:	★
THREAT LEVEL:	💀 💀 💀 💀 💀
SPECIAL SKILL:	Has very powerful attacks, inflicts a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down.
WEAK POINTS:	None
ITEMS FOUND:	Propane Cutter, Titanium Pipe, (2) lvl 1 & lvl 3 Weapon Chests.



When word came down that one of the officers had abandoned his men in order to save his own family, it didn't take Spicer long to follow suit. He also had loved ones on the island, and he wasn't about to let anything happen to them. He took off his uniform and made his way home, but he was too late. Far too late; the creatures waiting for him no longer called him "daddy."

STRATEGY

Peter Spicer can be found inside the ominous fort in north Palanai just south of Yagaria Waterfall. We suggest moving from the entry point the moment you arrive; you can easily be overcome with Walkers if you do not.



Typically there's only a Walker at the top of the stairs near the entry point and this is usually a good place to sprint to (unless there's a Thug). Other times, you may encounter a Butcher.

From the top of the stairs, you can use weapon throwing techniques and jump attacks to finish off the gang of zombies at the front section of the fort.

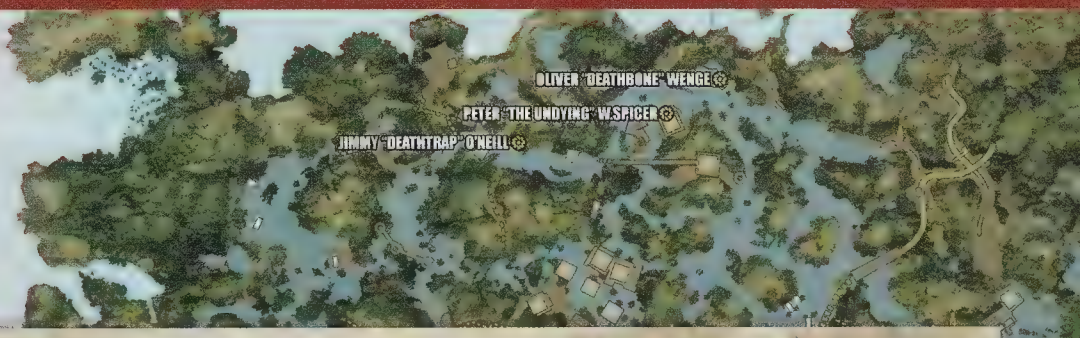
There are three entrances to the first level of the fort: one double door entry below the stairs at the front of the fort, and a small side door on the back right side. There's also an entrance on the second level; you can enter the lower level through a hole in the floor in the second level room.

Head to the backyard before entering the building to see who may be on the second level balcony. If you didn't see the Thug yet, he'll likely be around the doorway on the upper level balcony. He's not going to leap off the balcony to get you, so you can pretty much abuse him anyway you like: molotovs, grenades, weapon throwing.

Open the side door where you can see The Undying and a few minions in the back of the room. Toss in some fire or explosives and then back up. The faster undead come through the small doorway single file giving you an advantage as you take them out one by one. The Undying is slow and will likely never come through that door.

Now, open the front double doors to get a good look inside to see who's remaining. Toss in another explosive and The Undying burns while you work on the remaining Walkers.

Use Fury to finish off the boss or hit him with special weapons and dodge his three-swing combos. Throwing a lot of blades at him from a distance is always a good tactic.



DEATHBONE

OLIVIER "DEATHBONE" WENGE

SPEED:	★★★★
THREAT LEVEL:	💀💀💀💀💀
SPECIAL SKILL:	Has very powerful attacks, inflicts a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down, can perform series of attacks. He's also poisonous.
WEAK POINTS:	None
ITEMS FOUND:	Titanium Pipe, AC Power Box, lvl 1 & 3 Weapon Chest

Wenge didn't deserve his fate. He was loyal to his company, and when the epidemic broke out, he didn't panic like the others. Instead, he led his group through a hell of screaming monsters and was severely wounded. And how was he repaid? They abandoned him, knowing that his bleeding and screams would attract the Infected. In the end, Wenge let the monsters eat him. Yes, he was bitten and knew what he would become...but before that happened he would find his "friends" from the company and get his revenge...

STRATEGY

"Deathbone" is located in a cave hideout on the northern edge of Palanai just a rock's throw from Kingston's Shack.

This is a cave-clearing mission similar to Jimmy "Deathtrap" O'Neill in the Tuluga Cave. The strategy is the same and the boss's are extremely similar: fast-moving thugs with poison effects. Move into the mouth of the cave. Toss as many explosives as you can on either side of the central tiki statue before the undead wake up. Back up to the tunnel and wait for Deathbone to come rushing out. Have Fury activated to take him down and the remaining undead.

About five undead hang out in the back of the cave, they awake when you approach this treasure-filled tunnel. A couple Infected are the first to their feet, take them down first and wipe out the rest before they get up. In the back of the tunnel, you find a couple chests and a couple rare crafting items.

THE SCOURGE

FRANKIE "THE SCOURGE" O'HARA

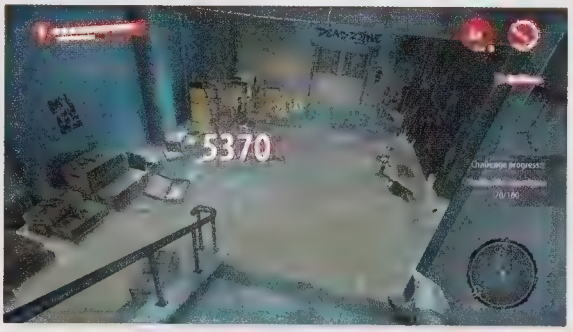
SPEED:	★
THREAT LEVEL:	💀 💀 💀
SPECIAL SKILL:	Throws toxic parts of his body at his opponent, has a long-range attack, very tough.
WEAK POINTS:	Moves and rotates very slowly, attacks can be avoided and has an explosive tank on its back.
ITEMS FOUND:	water purification tablets, heavy duty tape, circuit boards, batteries, large batteries, lp 4000 batteries, magnets, electronic scraps (from many computers), (2) unlocked weapon chests, (1) lvl 1 & (2) lvl 2 weapon chests.

Frank believed in the Company, what it was hoping to accomplish. And he trusted them to give him the best equipment, including the biohazard suite that promised 100% protection from mutagens.

STRATEGY

Frankie's apartment is in north Henderson on a flooded narrow street a block north of the Old Time Cinema. Descend the stairwell inside and use a jump attack on the slumbering zombie on the third landing.

Stop short of the lower flooded floor and throw weapons at the three slumbering undead in the water below. There are two near the stairs and one in the right corner near the Dead Zone doors.



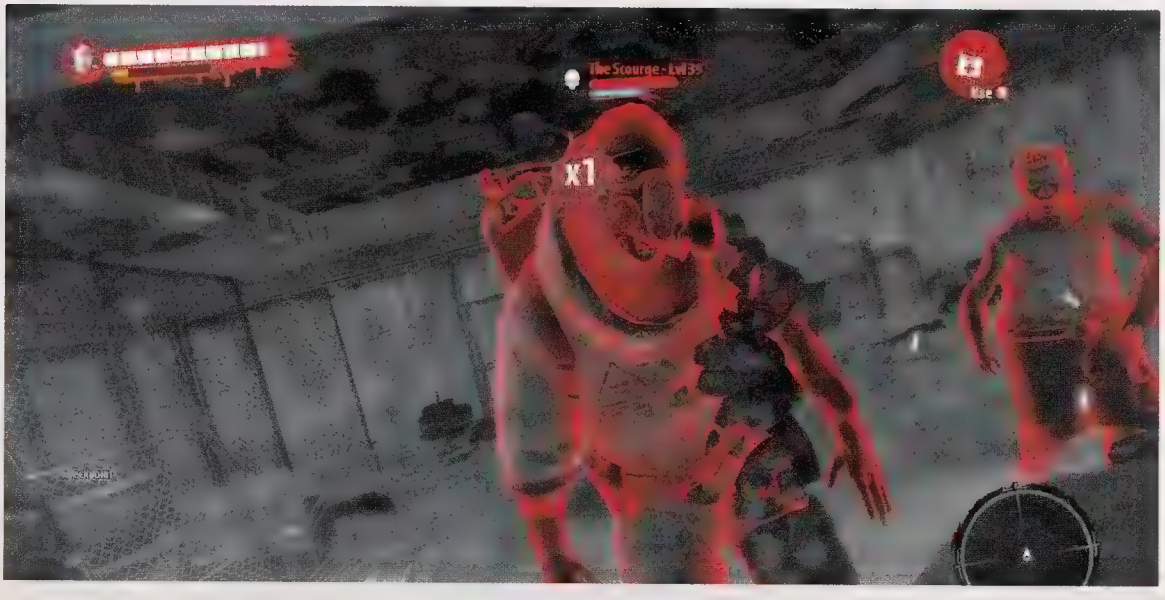
This is always fun…try laying some mines in a line from the Dead Zone doorway to the stairs, open the door, throw a projectile inside and then retreat back up to the stairs.

Beware. Many of the walkers are toxic. There are also two Suiciders and a Screamer inside. It's a good idea to lure the Screamer out so you don't get paralyzed while surrounded. If the Screamer cannot be lured out, she hangs out in the computer cage (on the left side of the room). Shoot her through the cage or enter quickly and throw weapons at her.

If the Suiciders are not easily lured out, they hang out in the last cage on the left side of the room. If you have a gun, a bullet through the cage is the easiest way to deal with them.

The Scourge is a large Grenadier. He throws large toxic pieces of its body at you. He has an explosive tank on its back that, if you can manage to target it, will lead to a quick win.

Otherwise, dodge his projectiles and throw weapons at him. Use Fury if you can. After the boss is down, move around the room finishing off any slumbering Walkers that weren't disturbed by all the commotion. Collect the rare crafting goodies and leave.



SKULLCRUSHER

METZGER "SKULLCRUSCHER" SLOAT

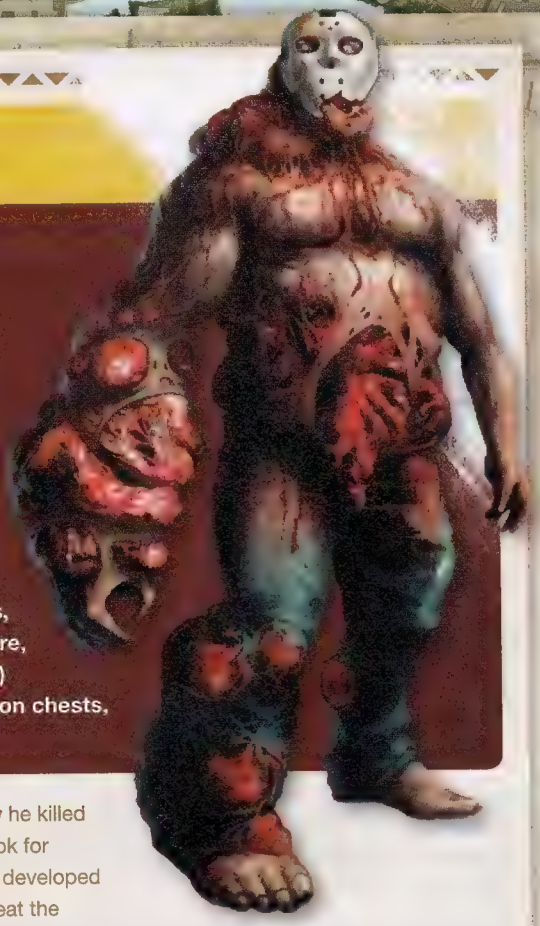
SPEED: ★

THREAT LEVEL: 💀💀💀💀💀

SPECIAL SKILL: Has very powerful attacks, inflicts a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down.

WEAK POINTS: None

ITEMS FOUND: (2) aluminum tube, (2) circuit boards, semiconductors, ac power box, magnets, batteries, lp 4000 batteries, large batteries, electronic scraps, (2) highly conductive wire, heavy duty tape, (2) cyanoacrylate glue, (2) unlocked (1) lvl 1 & (1) lvl 2 & (1) lvl 3 weapon chests, Slash Mod.



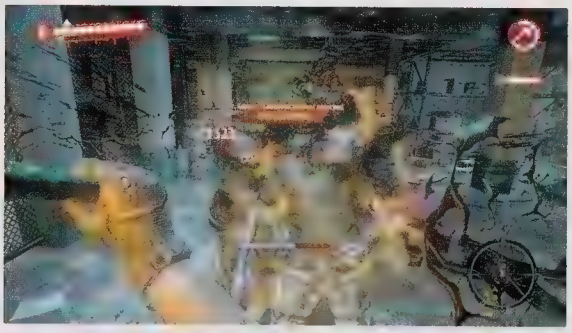
During his trial, Metzger gleefully provided detailed descriptions of how he killed sixteen teenage couples. But even when he told the police where to look for bodies, there often wasn't anything to be found, because Metzger had developed a deep love for the taste of human flesh. So when the dead started to eat the living, he viewed it as a revelation—an affirmation of what he believed. And he was all too eager to join in.

STRATEGY

Skullcrusher's hideout is on the same block as the Old Town Cinema. The building, the minions, and the tactic for this Dead Zone are similar to The Scourge's.Halai in the Ocean View Bungalows.

Get the jump on the slumbering Walkers in the flooded lower floor before the Dead Zone doorway. Open the double doors to the main room and toss in any form of explosives and then move in with Fury.

Use a flaming weapon. The zombies that pass the slower boss line up to be attacked and begin to burn. The boss slowly walks through the flames and begins damaging itself before it even gets to you. Finish it off with some special weapon attacks.



As with the other similar Dead Zones, you may find that the Screamer and the Suiciders remain in their cages. A few bullets through the cages take care of them.

If you have no firearms, carefully reveal the enemies in the cages by positioning yourself at a distance in front of their cage openings and fling some weapons or projectiles at them.

Raid the room, chests, and cages. There are a lot of great rare crafting items in here. Don't pass up on looting the computer parts in the Screamer's cage. Finally, do not miss the **Slash Mod** in the last cage on the left.

WALKING CARCASS

GOFFREY "WALKING CARCASS" NAPE

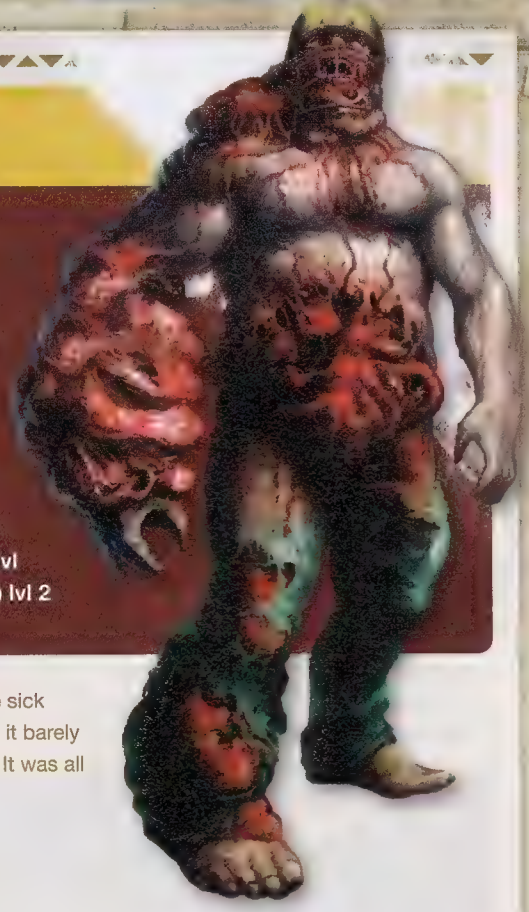
SPEED: ★

THREAT LEVEL: 💀💀💀💀💀

SPECIAL SKILL: Has very powerful attacks, inflicts a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down.

WEAK POINTS: None

ITEMS FOUND: Propane Cutter, Heavy Duty Tape, Titanium Pipe, Highly Conductive Wire, (5) lvl 1 & (1) lvl 2 Weapon Chests, (2) unlocked (2) lvl 1 & (1) lvl 2 weapon chests, Piranha Mod.



Nape knew all about the Quarantine Zone directive, that all bites by "the sick people" were to be reported. But he hadn't been bitten that hard, in fact it barely even broke the skin. And he didn't feel sick, so why should he report it? It was all a bunch of hysteria.

STRATEGY

Goffrey Nape's hideout is just behind *Rescue Alex* near the military base on the west coast of Henderson. This hideout is different than the previous hideouts. When you enter you'll see one flight of stairs that lead down to the basement and a second level room through some prison bars.

There are a couple slumbering Walkers at the bottom of the stairs. An interesting tactic is to throw molotovs on top of the lower Walkers. The flames will not only damage them but also pass through the ceiling and fry some zombies on the second floor.

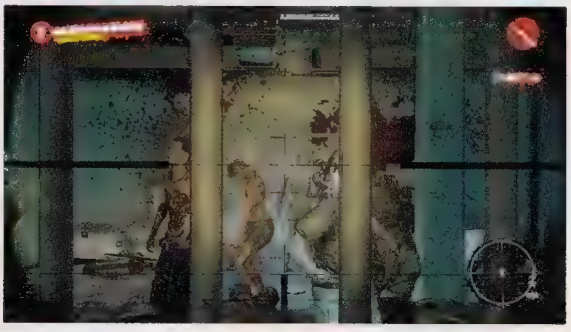
Defeating the undead on the upper floor is not necessary, but earns you XP and there's a weapon mod up there. The boss is on the lower floor.

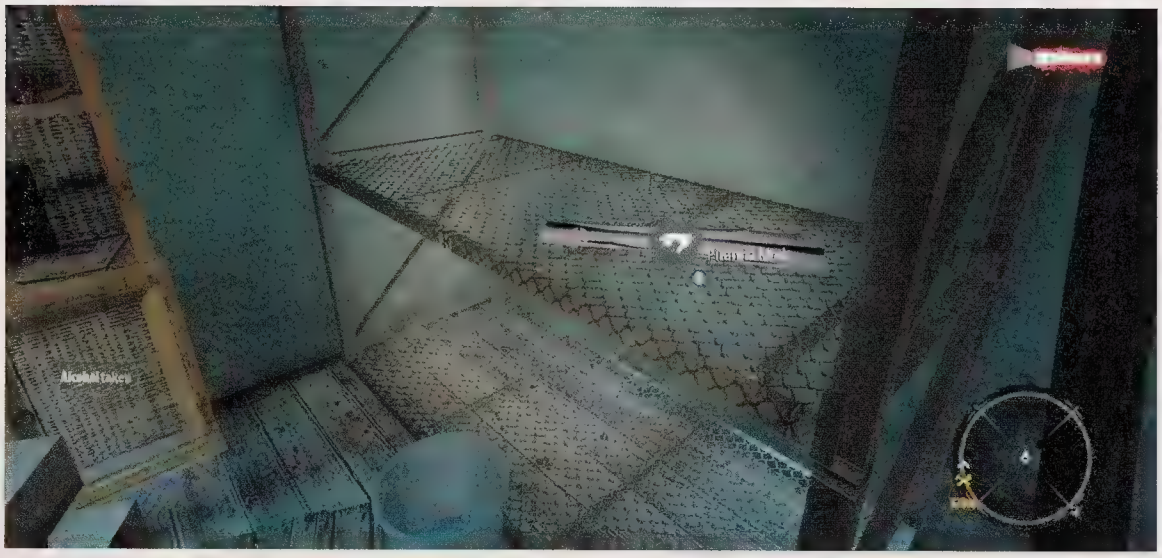
Open the basement doors and enter the room in Fury. The Walking Carcass only has a few Walkers around him for protection. If you don't have Fury, then open the doors and back up to the stairs and defeat the Walkers as they file out of the room.

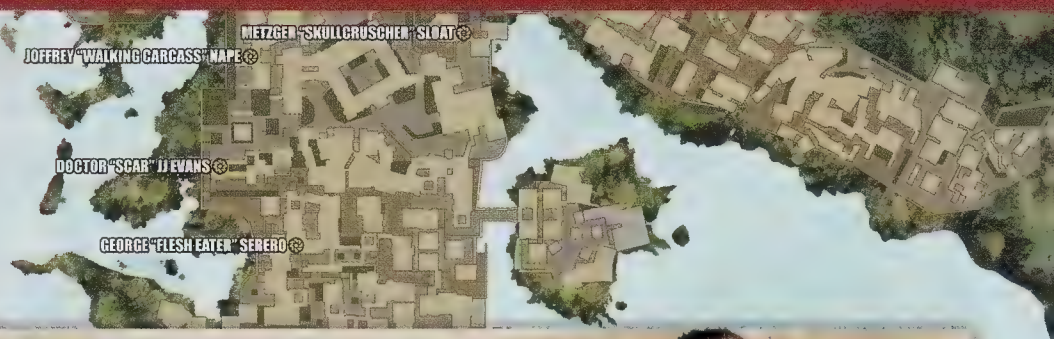
The stairwell also offers you the height advantage when the Walking Carcass advances. Fill him full of blade weapons (or bullets) and avoid his area of effect attack. Leap up into the air and dodge this attack, and then move in quickly and unleash some special weapon attacks. Repeat until he is dead.

After clearing the first floor, work your way up either stairways found on either the back left or right corner of the basement. Expect Walkers at the tops and bottoms of these stairwells. A few slumbering Walkers are lying around the hallways upstairs.

There's a Screamer near the back wall. With any luck you won't see her, because you killed her with the Molotov attack from the front door. If you see her and you have firearms, shoot her through the door before you open them. If you have a full Rage Meter, now is the time to use it. Defeat all the Walkers in the large room and then find the **Piranha Mod** on the metal shelf on the left.







SCAR
DOCTOR "SCAR" JJ EVANS

SPEED: ★

THREAT LEVEL: 💀 💀 💀 💀 💀

SPECIAL SKILL: Has very powerful attacks dealing a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down.

WEAK POINTS: None

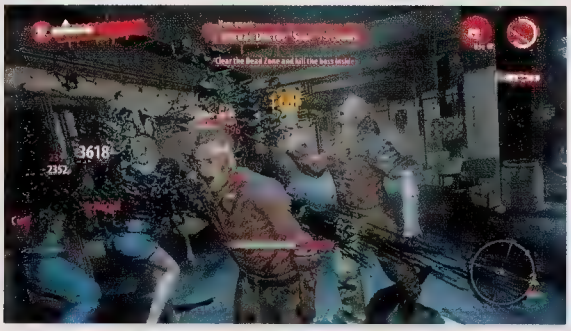
ITEMS FOUND: Water Purification Tablets, Aluminum Tube, Insulation Tape, Mylar Blanket, Cyanoacrylate Glue, (3) lvl 1 & (1) lvl 2 Weapon Chests

It was a simple scam—Evans would pay a doctor to "push along" a dying patient, who was then transferred to Evans' funeral home. The patients were always terminally ill, so what did it matter if they died a little sooner than nature intended? The family was able to move on with their lives and Evans made a little money. No one was hurt...at least until the dead started to attack and eat the living.

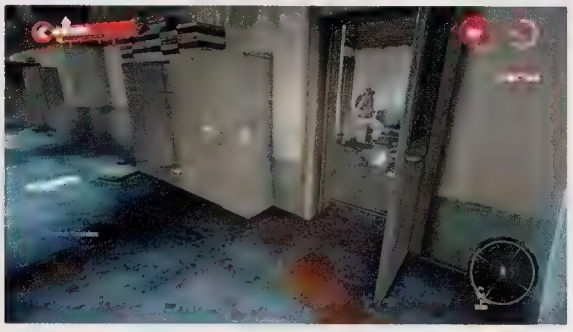
STRATEGY

The doctor's clinic is located on the west coast of Henderson south of Villa Henderson. Upon entering, you'll see a cluttered hallway filled with lying Walkers. The Walkers in the first half of the hallway are dead. There are five Walkers and one Infected up at the end of the hallway. Deal with them and collect the medkit on the floor. Fill up on energy drinks and snacks for health if you need it. There's plenty in a toolbox on the left.

Have your weapons ready. There is a large room full of zombies through the breakable door on the right. Scar is slow and you won't see him at first. Throw projectiles, explosives, meat bombs, and molotovs into the room to take out as many zombies at once as you can, then back up into the previous hallway. You'll make your stand here; wait for the fast undead to attack. As they move into the hallway take them out one at a time.



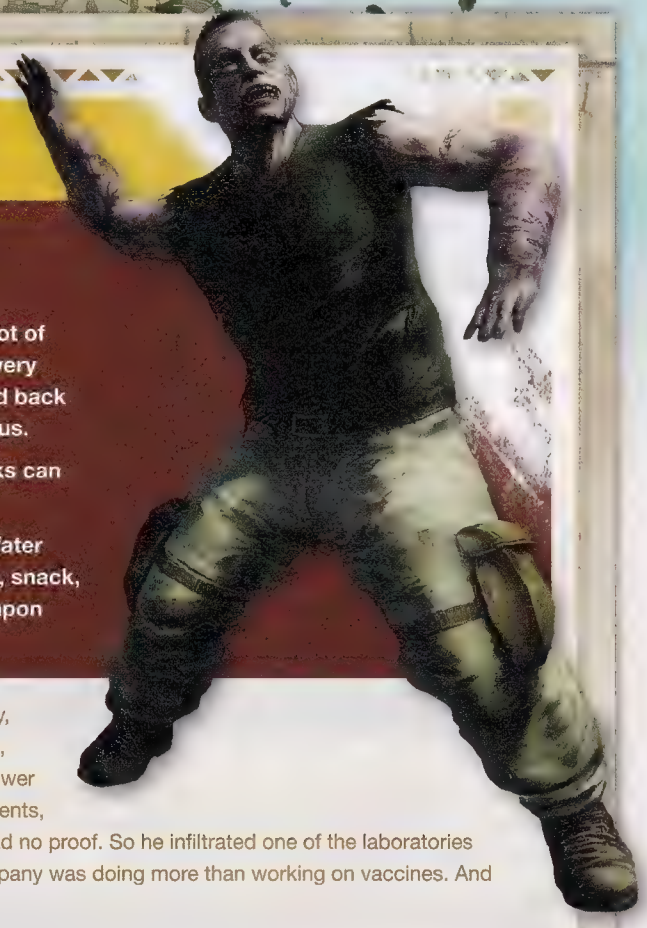
Once all the fast undead are taken care of you can concentrate fully on Scar. If you don't have the Fury to take him out easily, then fling weapons at him. Again, weapons with effects work the best: fire, electricity, poison, etc.



Move around the room and make sure you take out any Walkers that were slumbering and decide to get up at the end of the battle. There's an Infected and a Walker in the small, open back room on the left. Collect the many great and rare (blue) crafting items in this laundry and then take off.

FLESH EATER

GEORGE "FLESH EATER" SERERO



SPEED: ★

THREAT LEVEL: 💀💀💀💀💀

SPECIAL SKILL: Has very powerful attacks dealing a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down. He is also poisonous.

WEAK POINTS: Moves and rotates very slowly, attacks can be avoided.

ITEMS FOUND: Lightweight Frame, Titanium Pipe, Water Purification Tablets, (2) energy drinks, snack, (3) unlocked, (1) lvl 1, and (2) lvl 2 weapon chests, striker rifle mod.

Although the Palanai Revolutionary Army is an army in name only, Serero never doubted its cause. He was fighting the government, which was propped up by foreign corporations, and returning power to the people. When he first heard about the company's experiments, Serero notified the media, and they ignored him. They said he had no proof. So he infiltrated one of the laboratories and started to dig around, determined to find proof that the company was doing more than working on vaccines. And find proof he did…terrible, horrific proof.

STRATEGY

George Serero's apartment is located in the lower quarter of the map and close to the west edge of Henderson. You can find the blue entrance behind a fruit cart that you can use to replenish any lost health before you enter.

The apartment is laid out exactly like Goffrey "Walking Carcass" Nape's. The same minions in the same positions can be expected. The existence of the Screamer on the second floor could depend on the size of your group. For more tactics on this challenge, see Dead Zone boss, Joffrey "Walking Carcass" Nape. Most importantly, molotovs can be used at the entryway to take care of Walkers on both floors. If you are fighting with a group you can mark walkers through the gates and eliminate them before you open the gates to keep them from charging at you.

Flesh Eater is poisonous, so it's best to take him out with ranged attacks. If you have firearms, use them. If not, throw explosives or blades at him until he is dead. He's a very slow mover and you can back out of the room to the stairwell again to stay safe.

Kill the six upper hallway Walkers before they get to their feet open the caged room and go nuts on the remaining Walkers in the room.

The most important reason to clear the upper floor is to grab the **Striker Rifle Mod** from the wooden wall shelf on the left.

BLACKHEART

JOEL "BLACKHEART" CHUBALBA

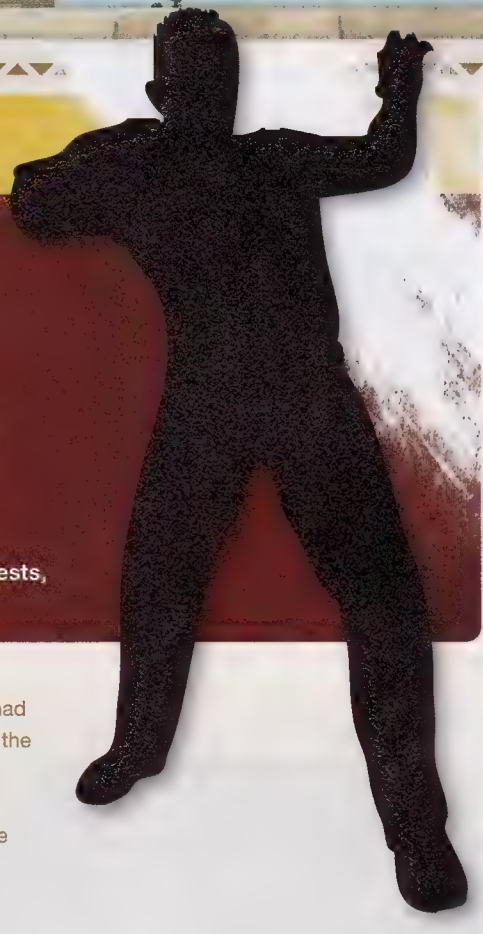
SPEED: ★★★★

THREAT LEVEL: 💀💀💀💀💀

SPECIAL SKILL: Has very powerful attacks dealing a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down, can perform series of attacks and is poisonous.

WEAK POINTS: None

ITEMS FOUND: Mylar Blanket, (3) lvl 1 & (1) lvl 2 Weapon Chests, Old Smoky Mod.

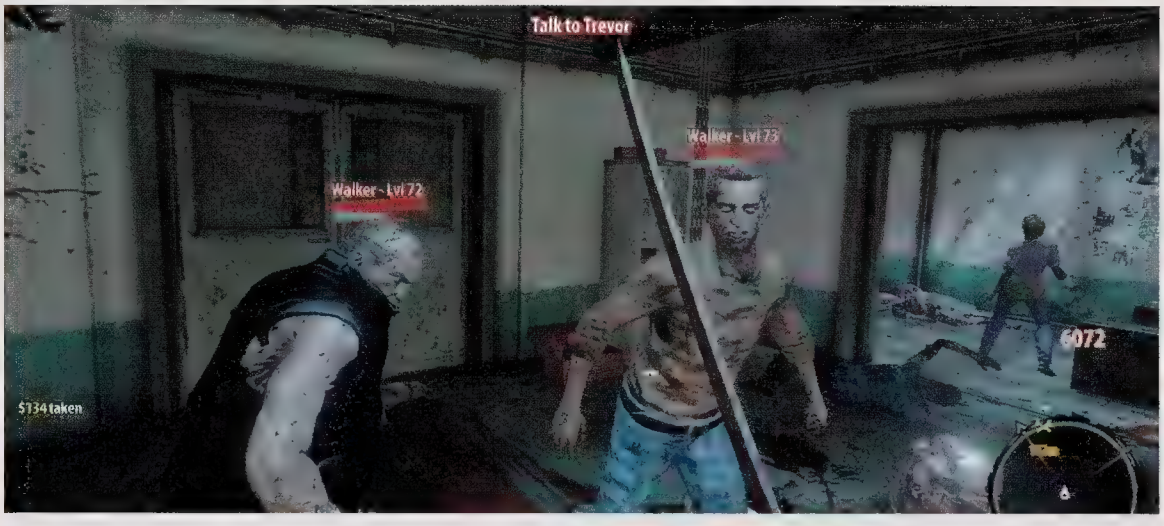


The lead vocalist for "Day of Mutants," the best (and only) power metal band from Palanai, Joel's road to superstardom wasn't an easy one. He had to contend with band-mates from Scandinavia (who didn't care much for the tropics), an unrelenting press, and the constant threat of losing his voice, which terrified him. In the end, though, he need not be worried, for now his scream carries far and wide, sending shivers down the spines of those unfortunate enough to hear it.

STRATEGY

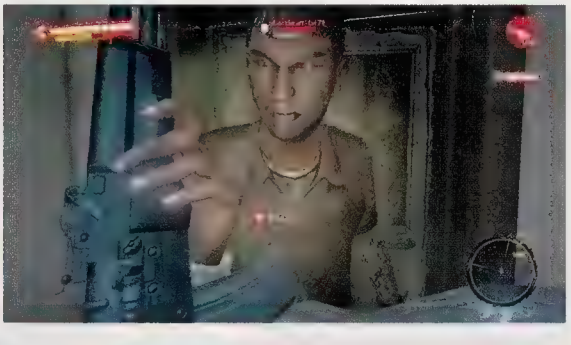
Joel's motel is in southwest Henderson. He's Sylvia's neighbor. This is a facility similar to Doctor "Scar" JJ Evan's place; same layout and hangs with a similar crowd. Halai in the Ocean View Bungalows.

Expect three meandering Walkers at the end of the long, cluttered hallway. There's also an Infected ready to pounce near the breakdown door to the laundry room on the right. There's a medkit and a weapon chest at the end of the hallway as well.



The difference with this Dead Zone and Scar's is that the boss, Blackheart is crazy fast and ferocious. So when you enter the laundry, be prepared for this guy to come whipping around a corner to get at you.

We suggest tossing a couple grenades in (one straight ahead through the door and one to the left beside the washers), then quickly switch to a good weapon and retreat out of the room back to the hallway. If you have a full Rage Meter, use it now and attack the boss one-on-one. Try to take him down before others join the fight. A thrown electrical modded blade is a good choice to take him off his game. While stunned, throw more weapons at him. Throw more effected weapons at him when the previous wears off. He's poisonous, so ranged attacks are optimal.



Clean up the rest of the riffraff in the room and then go hunting for some nice crafting items. Don't miss the **Old Smoky Mod** next to the locked level 2 chest along the back wall in the laundry room. Don't forget that there's an Infected waiting to pounce in the small room in the back left corner. Don't let him catch you off guard.

BLINDSPOT
OGIO "BLINDSPOT" MOKE

SPEED: ★★★★

THREAT LEVEL: 💀💀💀💀💀

SPECIAL SKILL: Has very powerful attacks, inflicts a lot of damage, regenerates his health on every successful attack, cannot be knocked back or knocked down, can perform series of attacks.

WEAK POINTS: None

ITEMS FOUND: Mylar Blanket, Aluminum Tube, (3) lvl 1 & (1) lvl 2 Weapon Chests

As soon as Moke saw it, he knew that he had hit the jackpot. He didn't know anything about chemistry, or science in general, but he knew people who would pay a small fortune for the canisters from the tunnels. So the canisters leaked a bit and some of the chemicals got onto his skin, but so what. What were some minor burns when compared to the riches that were about to be his...

STRATEGY

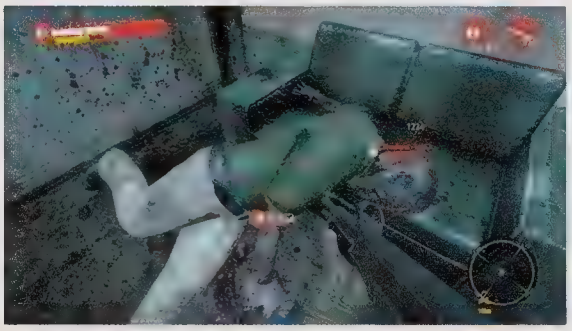
The final Dead Zone boss, Blindspot, is located near The Fort of Henderson in a laundry facility on a narrow, raised walkway. A Ram is often nearby, so be on the lookout.

You've been in this laundry designed level a few times already, if you've beaten Blackheart and Scar. Use the same strategy used in those previous situations, especially Blackheart, as Blindspot is extremely fast (and poisonous).

Enter the laundry in back with explosives or molotovs in hand. Bathe the zombies in fire and back out into the hallway and wait for the fastest to arrive first. Thin the numbers and then go hunting for Blindspot.

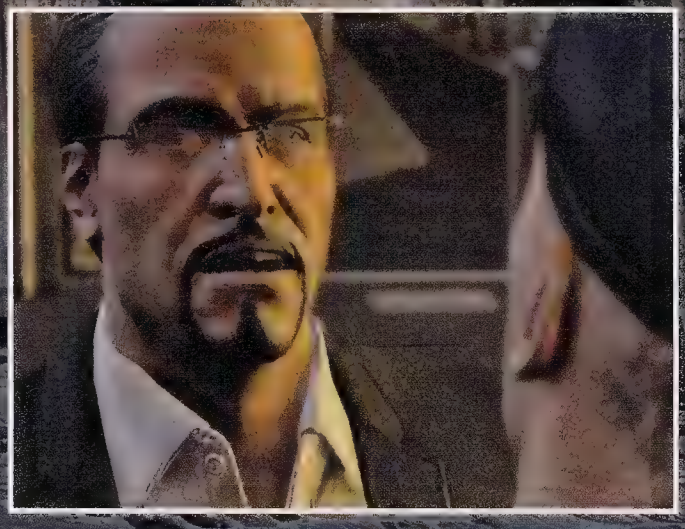
Blindspot is located behind the middle row of washers and sometimes won't come running until you round the corner. If you have a shotgun, a well-aimed shot knocks him down making him vulnerable to more attacks. Fury, throwing weapons and molotovs are all good solutions as well.

Completing all Dead Zones unlocks the achievement/trophy "Dead Zones Cleared."



PALANAI ISLAND
WALKTHROUGH

Riptide **picks up right where the original *Dead Island* left off. As the story begins, the survivors of the previous saga—Logan, Purna, Xian, Sam B, and the native girl Yerema—are ferried via helicopter from Banoi to the deck of a patrolling naval vessel.**



As the chopper lands, Lieutenant Colonel Samuel Hardy deploys a squad of soldiers to restrain the arriving team with handcuffs. A civilian named Frank Serpo orders them all locked in a secure quarantined area. You learn that Serpo oversees the nearby island of Palanai. Hardy and Serpo have a tense and uncertain division of command.

PROLOGUE "SEA OF FOG"

PALANAI ISLAND GUIDE

After a hazy, drugged session of lab testing, the team awakens in their common cell below deck. A fellow test subject named John who shares their immunity reports a naval blockade around the entire archipelago. The drugs kick in again, and everything fades to black. Your chosen character awakens to find the cell deserted.

MAIN QUEST: THE STORM

QUEST RANKINGS

DIFFICULTY: ☠ ☠ ☠ ☠ ☠

XP: ★ ★ ★ ★ ★

CASH: ★ ★ ★ ★ ★

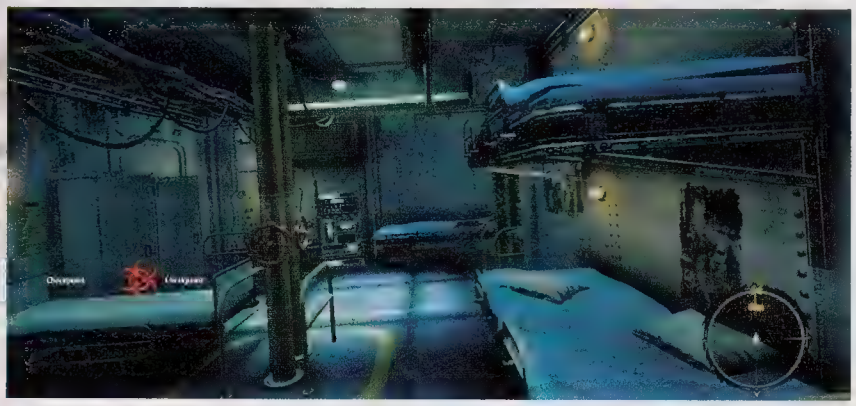
QUEST GIVER: N/A

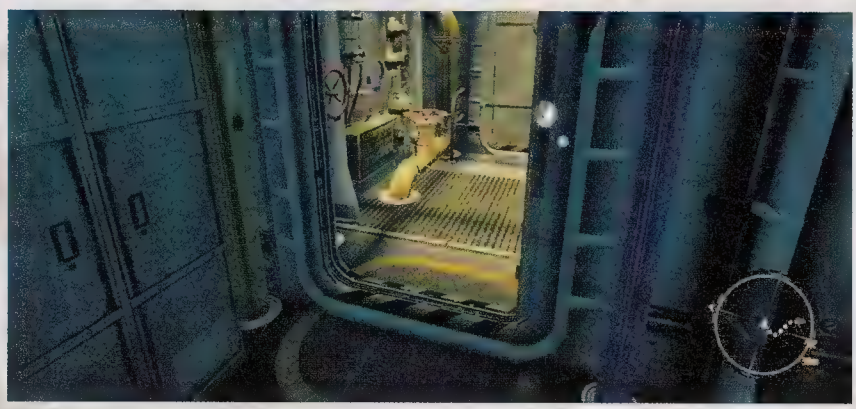
OBJECTIVES

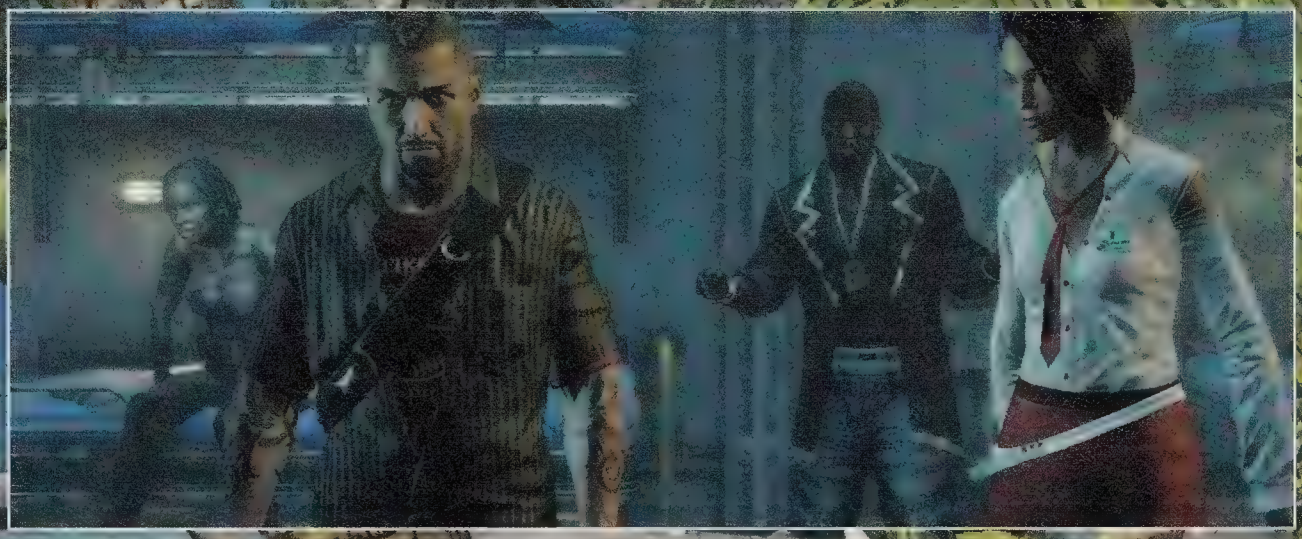
- ☐ Get out of the cells.
- ☐ Find a way to the 2nd deck.
- ☐ Find a weapon.
- ☐ Find out what's going on aboard the ship.
- ☐ Stop the gas flow.
- ☐ Find your way to the main deck
- ☐ Reach the upper deck.
- ☐ Secure the landing pad.
- ☐ Find an alternate route into the bridge.
- ☐ Kill all the monsters.
- ☐ Unlock the door to the bridge.

Get out of the cells

You wake up on a bunk in the now-deserted detention cell **(1)**. This is Deck 3 of the ship. Colonel Hardy makes an intercom announcement—the ship has been "compromised," and he's opening your cell doors. Turn left to see the door slide open. Time to get topside.







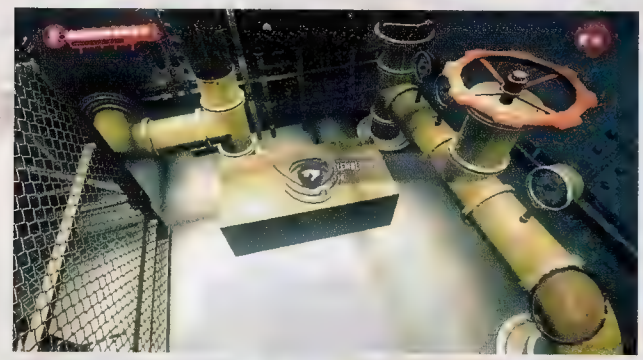
Deck 3
Deck 2
Deck 1
Exterior
Bridge
1. Start
2. Crowbar
3. Workbench
4. Deck 2 Control Room
5. Deck 3 Engine Compartment
6. Control Panel Switch
7. Stairs to Deck 1
8. Mess Hall
9. Deck 1 Workbench
10. Deck 1 Security Door
11. Exterior Pistol & Shotgun
12. Starboard Passage
13. More Ammo
14. Pallet Platform
15. Thug
16. Wheel House

Minimap Path Marker

The white dotted line on the minimap in the screen's lower right corner marks a route to the next objective of your currently active quest. Note that this isn't always the only route (or even the best route) to the objective. But when you're lost or disoriented, that dotted line can be a lifesaver.

Go through the open cell door. If you access the in-game menu and select Map, "Map Not Available" is displayed. This is common for all interior structures in *Dead Island: Riptide*.

Once in the corridor, explore the two open compartments on the left side. In each compartment, find an item you can pick up: a Clamp in one, and a Flexible Hose in the other. Take both items! They're automatically stored in your Inventory under "Modification." You can use these later as constituent parts for weapon modification.



Explore and Grab It All

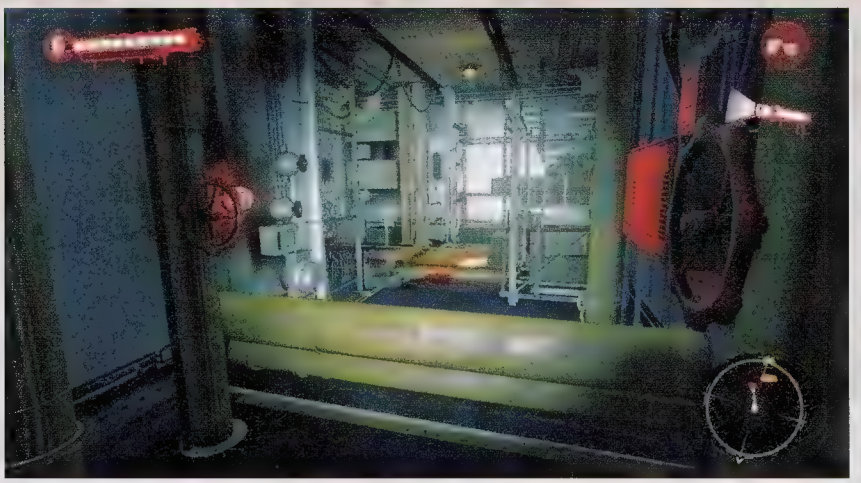
Fully explore each new area and collect everything you find. Your Inventory has limited slots for weapons, but you can store unlimited amounts of other stuff, including weapon modification items and miscellaneous consumables like Medkits that restore health.

Approach the closed door at the end of the corridor and press the button indicated onscreen to open it. When you step through this doorway, the first objective is complete and your quest is updated with a new objective.

Find a way to the 2nd deck

Again, you are currently on Deck 3. Now you must work your way up to the next deck. A new dotted-line route to the next objective appears on your minimap. Follow the route around to a pair of doors. The one on the left is ajar—you can peek through the gap but can't get through. Open the door on the right and proceed.

Continue to the red-lit low opening. Press the control indicated onscreen to crouch, and then move through the opening. (This is a good place to activate your flashlight.) Follow the passage until you can stand again. Then approach the twin pipes blocking the way. Move toward the pipes and press the button indicated onscreen to jump as you continue moving forward. This lets you easily hop over the low obstruction.



Lighten Up

When you encounter dark rooms and passages, turn on your flashlight. Remember that its battery runs down with use and requires time for recharge when spent.

Round the next corner and note the blood smears on the floor as your quest is updated again. Better rustle up some protection before you reach Deck 2.

Find a weapon

You started the game with no weapons other than your fists—no surprise, since you're basically a prisoner on this ship. So you'd better keep an eye out for something to use in a fight. There are three open "quick slots" for weapons in your Inventory.

The minimap now displays a highlighted green circle. This marks the "search area" where you can find a weapon. In this case, it's nearby. Approach the security door on the right (the one with the elaborate locking mechanism) and nab the Tiring Crowbar **(2)** jammed in the gearwheel. You automatically wield the crowbar, and it gets placed in an empty slot of your Weapons inventory. You also get a new objective.

Find out what's going on aboard the ship

Swing the crowbar a few times, just for practice. Note how your blue-filled Stamina meter appears onscreen and decreases a bit with each swing. When that meter drops to zero, you can't fight or run anymore, so monitor it carefully. Next, approach and unlock the security door. To do so, hold down the button indicated to bring up an empty unlocking bar onscreen. Keep holding the button until the bar fills with red. When the bar is full, the door unlocks and opens.

Step through the doorway into total darkness and toggle on your flashlight. Turn right and follow the passage around to the next open door. Step onto the lighted catwalk beyond (the ship's engines are to your right) and turn off your flashlight to recharge its battery.

Here the captain's voice blares from the intercom, reporting power loss in the lower decks. Follow the catwalk past the engines and open another security door at the far end. Keep moving along the passage, looking for more weapons. (Don't miss the Police Baton on the floor.) Search for items stashed in lockers along the route too.

Open the last door on the left and step through to find a workbench **(3)**. You can approach and access the workbench's crafting interface, but you can't repair, upgrade, or create anything since you have no cash yet. Move past the workbench to the staircase and climb to the next deck level, Deck 2 ("Deck 2" is painted on the floor at the top).

As you move into the next compartment, a control room **(4)** filled with instrument panels, the ship shudders badly and an explosion directly ahead shatters windows and knocks your character to the floor! Over the intercom, the captain reports that the engines are on fire.

Stop the gas flow

Grab the Large Medkit hanging on the wall in this room (just left of the windows) and exit the far doorway. Flames block the catwalk directly ahead, so you must find a way to bypass it. Turn left to find the ladder (circled in our shot) and use it to climb down a level to the engine compartment on Deck 3 **(5)**.

The ship's engines are burning to your right. Hurry along the lower catwalk to the next ladder and climb to Deck 2. You emerge in the engine control room. Approach the control panel overlooking the fire and push the switch **(6)** on the right. This turns off the gas feed; the engine fire is soon extinguished.

Find your way out of the engine room

Return to the ladder and hop down, cross the lower catwalk past the engines, and climb up the opposite ladder. Now you can traverse the upper catwalk that was previously blocked by flames. But watch out. Hear that howling? Newly-zombified soldiers prowl the far side. The first ones are just across the catwalk. Don't be fooled by any foe lying on the floor. He may jump up and attack when you reach him.

In this first fight, you probably only have two weapons, the crowbar and a police baton. Fling the crowbar at the first Walker you encounter—face the target and hold in the Aim control until the red "X" appears over the foe, then press the Thrown Weapon control to toss. Hang onto the baton to bludgeon remaining foes with melee swings. (If you only have one weapon, don't throw it!) Remember to use your Kick button to create quick distance from attackers who get too close. If you can scoop up the crowbar from the floor during the fight, toss it again at another target.

Once the first squad of attackers is terminated, loot their bodies for cash and other items. Then open either one of the nearby security doors and warily enter the next room.

Do the Weapon Toss

The best way to keep zombies from hurting you is to nail them from afar using thrown weapons. Hits can kill foes outright or knock them down, letting you administer finishing blows while they're helpless on the ground.

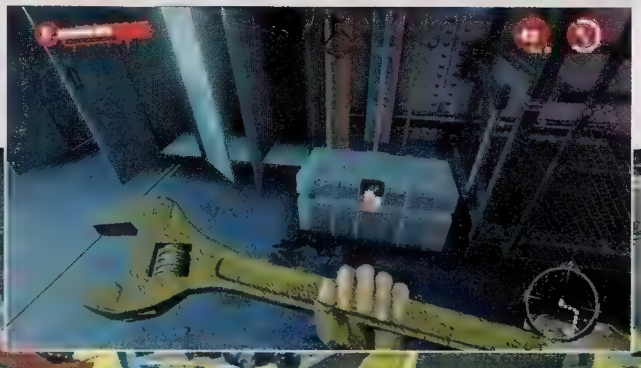
Always Loot the Dead

Cash is important even in a zombie apocalypse situation. Search every fallen corpse, no matter how desiccated and disgusting, and snatch up any loot. It costs money to use workbenches for weapon repair or upgrades. You can also use coin to buy new stuff.

Find your way to the main deck

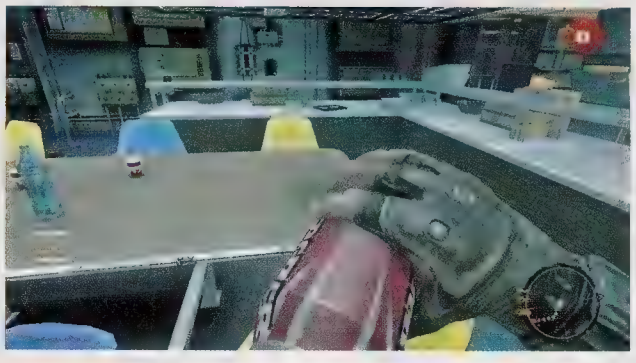
Here you find a staircase and several Walker-level zombie soldiers. Clear the area. It's always best to assume that every single "body," even sitting or prone, is a potential attacker. Watch out for foes rushing down the stairs. While fighting, look for additional weapons on the floor that you can pick up and toss at targets. Once you've eliminated all attackers around the staircase, loot the room. Pick up cash from corpses and raid boxes to acquire Medkits and more weapons for your inventory.

Climb the stairs **(7)** to the next level, Deck 1. Open the door on the right and start fighting your way down the long corridor. As you do, the ship hits some rocks, knocking you to the floor; the captain announces that the hull has been breached. Look for Energy Drinks on the floor to replenish health as you battle zombies.



Look for Trouble

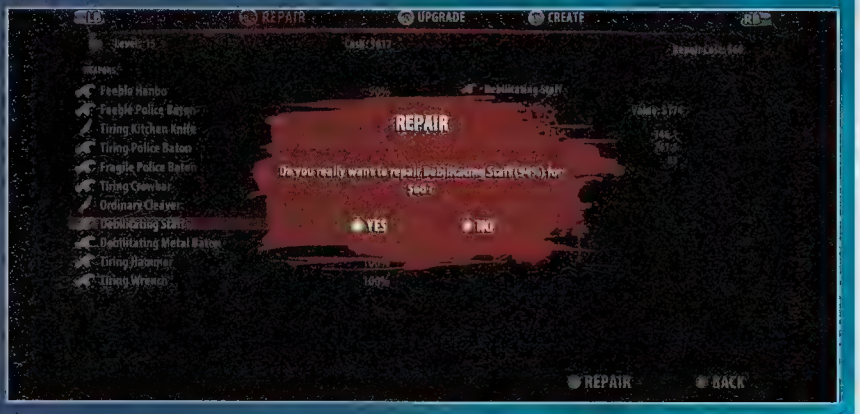
You need experience points (or "XP") to level up and get stronger. The only two ways to gain XP are to complete quests and defeat monsters. So don't duck combat. Fighting also boosts your weapon skills with specific weapon types: Blunt, Blade, Firearms, and Hand-to-Hand.



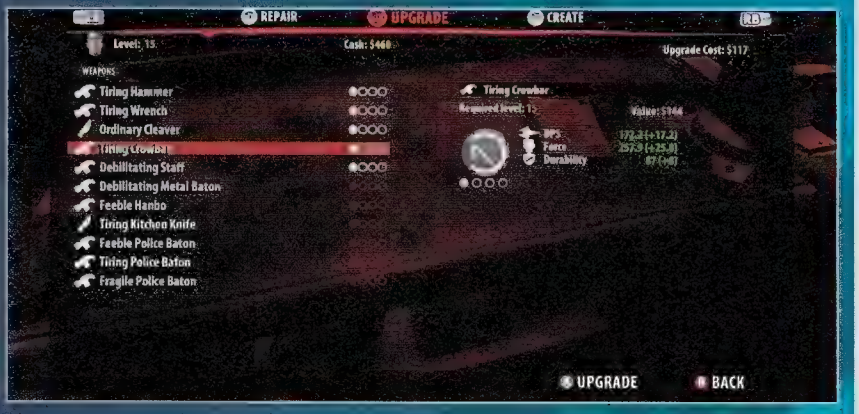
If you want, enter Mesa Hall **(8)**, the large cafeteria on the corridor's right side. Clear the room and suck down more Energy Drinks if you need them. Be sure to explore the kitchen and pantry areas in the back to find more foes and useable items.

Using a Workbench

Weapons degrade and lose their effectiveness as you use them, so they need regular repair. Fortunately, workbenches are scattered throughout almost every area in the game. Use these stations regularly to keep your arsenal of weapons in good condition. The better the weapon, the more it costs to repair.



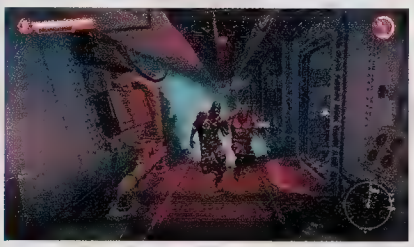
Every weapon has three levels of upgrade. Each upgrade boosts the weapon's stats, making it more deadly, powerful, and/or durable. The higher the upgrade level, the more it costs. Note that a weapon cannot be upgraded unless it is fully repaired.



You can also use the Create tab on the Workbench Screen to modify a weapon, boosting its attack with nails, barbed wire, poison, fire, electricity, or other enhancements. But each type of modification requires a blueprint and the proper parts.

We discuss weapon modification again later in the walkthrough, after you acquire your first blueprints.

Exit Mesa Hall and open the door at the corridor's end. Water pours through the breached hull in the next hallway, which is lined with crew quarters. Be ready! A new type of zombie, called Infected, sprints down the hall. These speedy foes close the space fast, so use aim quickly and toss weapons to halt their charge.



Search the three open rooms on the corridor's right side, scouring cabinets and computers for cash and modification items. (Watch out for one last monster that pops out of the third room as you approach.) Compare any new weapons acquired to the weapons currently in your inventory quick slots. Swap them out if the new ones have better stats.

Follow the corridor around the corner to find another weapon chest and workbench **(9)**. Then proceed into the flooded Windlass Room (notice the huge winch called a "windlass" used to hoist anchors) and clear out the zombies. Open the far door **(10)** and fight through the next room. Then open the big security door and climb the red ladder to reach the main deck.

Reach the upper deck

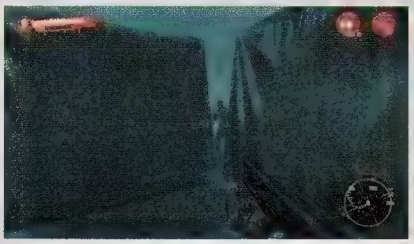
A powerful storm rages outside. Grab the Pistol and Shotgun **(11)** near the fallen soldiers just outside the door and collect ammo from nearby boxes. Follow the route marked on your minimap across the ship's bow as the deck tosses on the furious seas.

Reload For Max Ammo

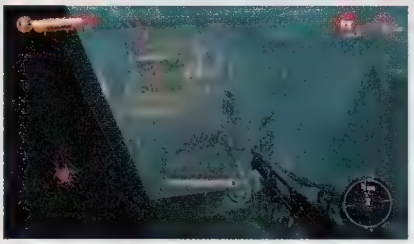
When you find firearm ammo, always reload your stored weapons so you can pick up as much ammo as possible—ammunition is somewhat rare. New firearm pick-ups can always be reloaded to fit one more ammo pick-up in your inventory.

Move down the ship's starboard side and stumble upon a bloody zombie feast. Gun down the eaters while the intercom broadcasts the captain's screams as monsters overrun the bridge. Continue down the starboard passage **(12)**.

As you proceed, a Walker falls from the upper deck. He's still alive, so shoot him dead. Go downstairs and along the starboard gunwale to the stern where you'll find a box of shotgun and pistol ammo **(13)**. More infected soldiers congregate here; try for headshots to get quick kills. Turn right just past the first big equipment pallet and shoot zombies through the narrow gap. This way you get free shots where they can't reach you. But watch out for other zombies sneaking from behind!



Crouch and move through the low passage formed by fallen crates. Turn right and hop up to the gap in the pallets **(14)**; use this high position to pick off Walkers below. Once the area is cleared, hop down and climb the nearby red ladder to trigger a cutscene.



Watch as Serpo escapes via helicopter, leaving a mess for Colonel Hardy to clean up. Your character joins Hardy and some uninfected soldiers just as the ship tosses wildly and a pack of undead emerges on the landing pad. The pack includes one gruesome, bloated Suicider, a creature that happens to be explosive.

Secure the landing pad

When the cutscene ends, you automatically wield an Auto Rifle. Target the Suicider (circled in our screenshot) to detonate the grotesque monster. The explosion damages the other zombies in the pack. Keep shooting! More zombies arrive, including a huge, lumbering Thug **(15)**. Keep your distance from him. He's slow but can absorb a **lot** of damage, and his punch is a killer. When the last attacker is finally eliminated, you get a new objective.

Bottled Up Fury

There are plenty of enemies on the ship before you reach the Thug, so save up your rage, then release your Fury attack on the Thug and its minions.

Reach the bridge

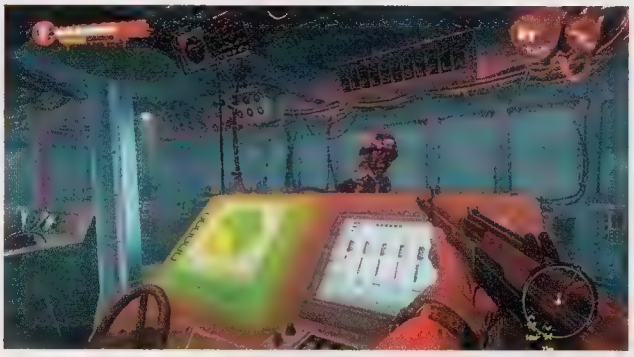
Hardy orders his men to stay and secure the area while you push forward to the bridge. Find the ammo stash behind the nearby equipment pallet and restock. Then follow the route marked on your minimap up the ramps on the left to meet Hardy at the door to the wheel house **(16)**. The poor infected captain is behind the glass; nobody is steering the boat! Hardy tells you to get inside so you can drop the anchor. Unfortunately, the bridge bulkhead is jammed. You must find another way into the operations room.

Find an alternate route to the bridge

Head back down the ramp and climb the red ladder (just past the big "88" painted on the hull). Be ready to fight off Walkers at the top. Proceed to the upper bulkhead and turn the wheel to open it. Another infected crewman waits inside. Gun him down and enter.

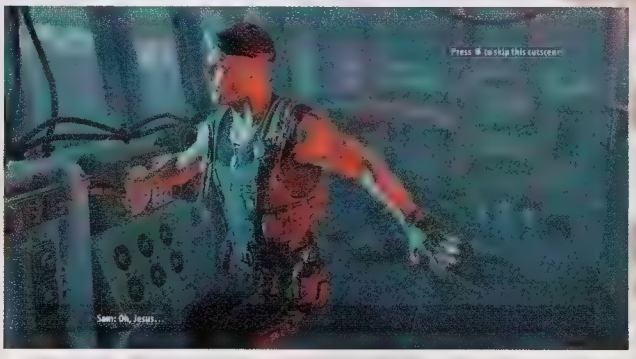
Kill all the monsters

Now you can drop down into the operations room. But before descending, try to shoot as many zombies as possible from your high perch. Then hop to the floor and start clearing the room. The Frenzied Captain has a lot of hit points, so it takes a while to gun him down. But he's slow, so just keep the helm console between the two of you and nail him with repeated headshots.



Unlock the door to the bridge

When the captain finally falls, the last objective of this opening quest is given. Simply approach the security door and hold down the button shown onscreen until it unlocks. Then watch the cutscene. Colonel Hardy drops anchor, but it's too late. The ship rams into a rock formation, and everything fades to black.



CHAPTER 1: "PARADISE"

BEST ISLAND'S BEACHES

Your character awakens with a headache and no weapons on the Palanai Island shore (1). The naval vessel is dead in the water, run aground on a nearby rock formation. A woman named Harlow Jordan warns that the beach is not safe because of the plague. She hands you a knife and suggests you find the Paradise Survival Camp—"Look for the big tree house," she says.

MAIN QUESTS: CASTAWAY

FIND THE SURVIVOR'S CAMP

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: HARLOW

OBJECTIVES

- Go to the survivors' camp.
- Help defend the camp

Go to the survivor's camp

Open the game menu and select Map for an overhead view of the island. Your current objective is marked as a red flag. The Pearl Sands cove is revealed, but most of Palanai Island is blacked out by "map fog." Whenever you move through a previously unexplored area, the fog over that area evaporates from the map. Of course, if you want an unobstructed view of the area right away, examine our quest maps at the beginning of each new section.

Paradise
Survival
Camp
Pearl
Sands
1. Start (Pearl Sands)
2. Rock arch
3. Overhang (jump onto hut)
4. Suspension bridge
5. Camp entry bridge
6. Paradise Camp

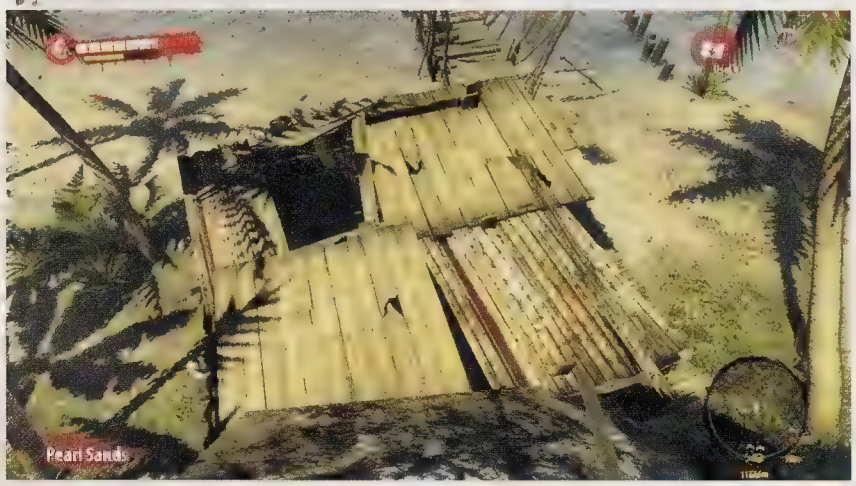
If you check your Inventory, you see that your only weapon is Harlow's knife. But despite the shipwreck, you managed to hang onto the cash, modification items, and Medkits collected earlier. Before taking Harlow's advice and leaving Pearl Sands, comb the beach for more loot. Don't be ashamed to pick the pockets of dead folks strewn along the sand. You need the money a lot more than they do. Wade out into the water and tidal rocks to find more corpses and a few stray items.

When you're ready to move on, walk under the massive rock arch **(2)**. An uphill path is to the right and a beach hut and dock are to the left. Good stuff is stashed in that hut. Follow the uphill path to an overhang **(3)** and jump onto the hut's roof. Drop through the hole there and pillage the hut. (The first collectible item can be found here.)

ANGELA GUERRA RECORDING PART 1

The first collectible can be found at the beginning of the island adventure at Pearl Sands beach. On your way up the nearby boardwalk, turn left at the first landing and reach the rooftop of the beach hut. Drop into the open roof and find the recording on the front table. Use the door in the back of the hut to leave.

Unlatch the door and exit. Then search the area outside the hut for more items. When finished, climb the uphill path again. Follow the trail past the "Pearl Sand/Paradise" sign and cross the suspension bridge **(4)**. Climb the stairs past the waterfall to the "Paradise" sign. The camp is off to your right, where screams can be heard. A new objective appears.



Help defend the camp

Continue down the path until the red skull markers appear on your minimap. These mark the locations of attacking monsters. Hustle to the entry bridge **(5)** just ahead to find a horde of zombies rushing the camp **(6)**. Hurry into the fray and start cracking heads. Defend the camp!

If you KO all zombies in one area of the camp, quickly follow the red skulls on your minimap to find more attackers. Note that an up/down arrow over a marker indicates if the enemy is on a higher or lower level platform.

Team Health Icons

Attackers gradually deplete the health of survivors in the camp. Keep an eye on the health indicator visible above each team member's head. Allies eventually die if you don't save them in time.

If you encounter numerous zombies in a single location and your Rage meter is full, hold down the Fury button to trigger a short period of super-powerful attacks. A Fury state is indicated by the red glow of enemies onscreen. Fury only lasts a few seconds, so take full advantage of your enhanced state and quickly decimate an entire pack of foes.

Don't Sweat Friendly Fire

Don't worry about hitting your teammates as you swing or fling your weapons. Your attacks won't inflict damage on your allies.

Keep hunting down attackers until they are eliminated. This completes the "Castaway" quest, and the next quest, "Back to Reality," activates. But no further action is triggered until you talk to Trevor. Take some time to explore Paradise Camp first. Consume health items (Snacks, Fruit, Energy Drinks) to get back to 100 percent health; scavenge all the items/cash you can find; and then use one of the camp's two workbenches to repair and upgrade your weapons.

Get the Lay of the Land

Memorize Paradise Camp's layout so you can move quickly between entrances and levels without much thinking. A much bigger assault soon streams into the base from multiple directions; it helps to know your base well.

BACK TO REALITY

HELP TREVOR DEFEND THE CAMP

QUEST RANKINGS

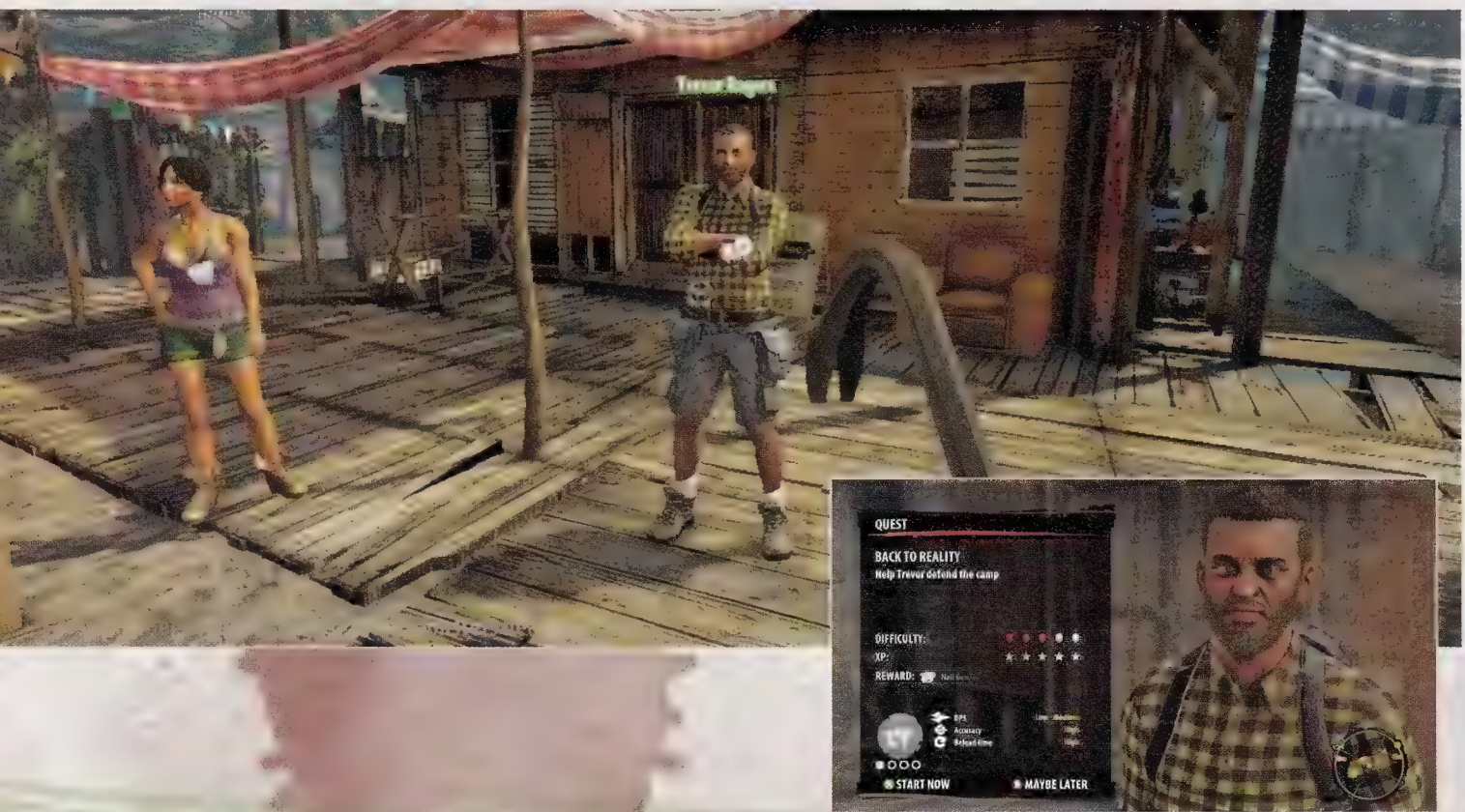
DIFFICULTY:	☠☠☠☠☠
XP:	★★★★★
REWARD:	NAIL GUN
QUEST GIVER:	TREVOR ROGERS

OBJECTIVES

- ■ Talk to Trevor.
- ■ Install defensive fences
- ■ Prepare to defend the camp
- ■ Kill all attacking monsters
- ■ Talk to Trevor again.
- ■ Blow up the bridge.

Talk to Trevor

Find Trevor Rogers **(1)** pacing near the front of the cleverly named Drink Bar and talk to him. Trevor wants you to grab some rolled fences and put them up in designated spots blocking the camp's entrances to help secure the base. This brings up the quest selection window. Press the button indicated onscreen to "Start Now."



Install defensive fences

Paradise Camp has five entry points marked by red reticules on your minimap (and also numbered **(2)** to **(6)** on our quest map). A rolled-up fence is near each entrance. When you pick up a fence and approach the nearby entrance gap, a shadow template of an installed fence appears across the gap. When you see the template, press the button indicated onscreen to install the fence across the gap. Repeat the process until you've plugged all five gaps with fencing. Note that you can also remove an installed fence from any gap if you wish.

Prepare to defend the camp

When the fifth fence is installed, Trevor thanks you and the team gets ready to fight again. Keep an eye on your minimap. Red skull markers flash and appear on the map when the undead assault begins. In addition, a Horde Strength meter appears at the top of the screen. This measures how many attackers are left to dispatch.

Kill all attacking monsters

Start fighting! Each fence holds back the attacking fiends for a short time, giving you a chance to rush to the entrance that's under pressure and help the team members defending it. New fence rolls appear as the fight continues. Once you've cleared an entrance of monsters, quickly put up another fence and move to the next area.

Retrieve the Good Stuff

Again, a good tactic is to fling weapons at enemies to knock them down and keep them at a distance. But once you improve a weapon at a workbench, you don't want to lose your investment! If you toss an upgraded knife at a foe, be sure to go pluck it from the fallen corpse afterward.

Remember three important things:

- Monitor the health icons of team members under attack. If you see a defender with low health, go help them immediately! Losing a teammate means you fail the quest. It goes without saying that you should monitor your own health meter as well. If your health gets dangerously low, use a Medkit.

- Trigger your Fury state if your Rage meter is full and you're facing numerous attackers. Don't waste Fury if you're defending an entrance against only one or two monsters. Save it for when you rush to a new location and encounter a full mob of hostiles.

- Check your minimap regularly. It gives you a quick read on where attackers are clustering. Remember that an arrow over a map icon indicates whether the target/object is above or below you. For example: The camp's bridge entry is on an upper level, and there's a raised platform to defend as well.

Talk to Trevor again

When the Horde Strength meter finally drops to zero, you've repelled the main wave. Go back to Trevor **(1)** and talk to him again. He admits that the bridge access is a liability. Then he gives you a flare gun and directs you to ignite the barrels on the bridge. You automatically wield the gun.

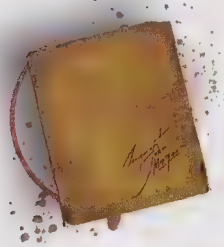
Blow up the bridge

Hurry! Run directly upstairs to the bridge **(7)**. Immediately target any one of the barrels. If you detonate a barrel quickly enough, the explosion tears a big gap in the bridge and cuts off the onrushing zombies from the camp. But if you wait too long, you may have to fight off monsters who manage to cross the bridge before you can get a clean shot at the barrels.

Watch the chapter-ending cutscene

After the bridge is destroyed, a cutscene plays. Harlow Jordan accompanies the injured Colonel Sam Hardy into the camp. Tempers flare at first, but Colonel Hardy explains that Serpo was calling the shots on the ship. He suggests trying to reach a military outpost in Henderson, the island's main town. Then he reveals the shocking reason why a quick escape from Palanai is essential.

JOHN MORGAN'S DIARY PART 1

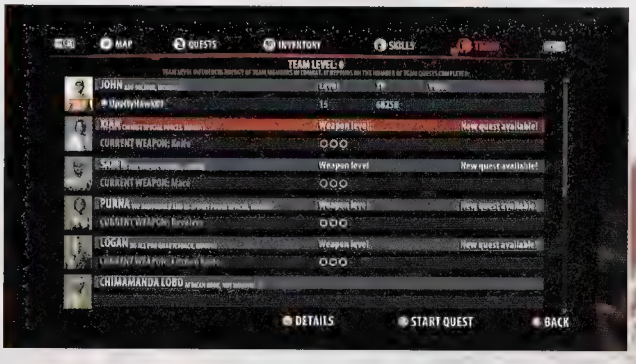


John's first diary is located in the hut that sits on the Paradise Survival Camp entry bridge's second level platform. The diary is on a table in the middle of the hut. Use the ladder on the bridge's right side before you enter the compound to reach the platform.

POSTCARD FROM PALANAI #1

This postcard is in the Fast Travel hut in the Paradise Survival Camp. Look on the bar near where Henry Boyle stands. You must complete "Back to Reality" before the interior becomes accessible.

We recommend starting all available Team Quests right away. Chances are good that you've already collected some of the items sought by a team member or two. (If you have the desired goods, the teammate's location is marked with a destination flag on your map.) Deliver those items to boost team stats and get the reward. Refer to the Team Quests section of this guide for more details.



Optional:

Start activating Team Quests

Before continuing the main story, this is an excellent place to start tracking Team Quests. Open the game menu and select "Team," then scroll down the team list to highlight a member with a "New quest available!" Select "Start Quest" to bring up the quest data, including the items your teammate wants delivered, and what reward he/she will offer.

QUEST
UPPING THE ODDS FOR XIAN I
Deliver 3 blades to Xian, so she can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom crafted bombs.
DIFFICULTY:
XP:
REWARD:
START NOW
MAYBE LATER

CHAPTER 2:
"THERE IS A WAY..."

EXPLORE EXOTIC JUNGLES

Colonel Hardy's idea to travel to Henderson means you must scout through the jungle for a route. If you wander through Paradise Camp, it's suggested that you speak to Harlow next; she seems to know plenty about the island's geography. You can also start a couple of sidequests by chatting with Zoey and Chimamanda..

MAIN QUESTS: NEW BEGINNINGS

FIND A WAY THROUGH THE JUNGLE

QUEST RANKINGS

DIFFICULTY:	☠☠☠☠☠
XP:	★★★★★
REWARD:	SHILLELAGH
QUEST GIVER:	HARLOW

OBJECTIVES

- ☐ Talk to Harlow.
- ☐ Ask around about the boat.
- ☐ Find a working boat.
- ☐ Check the boat.
- ☐ Find a workshop.
- ☐ Find a way into the workshop.
- ☐ Look for a boat engine.
- ☐ Install the engine on a boat.

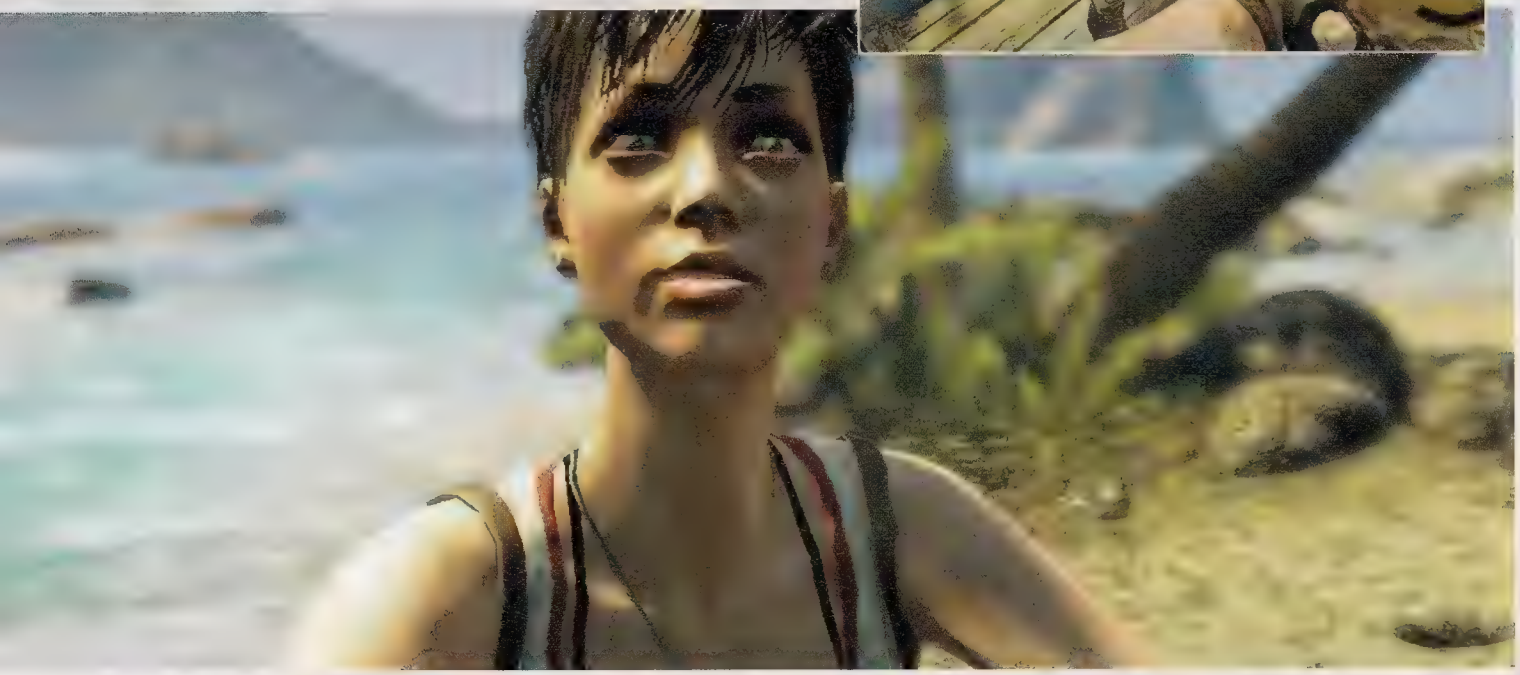
1. Harlow
2. Car
3. Path to Halai
4. Compound entry (Jackson)
5. Bruce's house
6. Road to Marik's Marina
7. Boat
8. Workshop (with engine)

7
6
Marik's Marina
8
5
4
3
Halai Village

Talk to Harlow

Before talking to Harlow, spend time combing the camp area for weapons, cash, and other items. (Don't miss the flare gun ammo on the table outside the bar.) Be sure to pick up the Nail Gun reward from Trevor Rogers for completing "Back to Reality." Trade with teammates to sell off weapons you don't want, and then use the cash to repair and upgrade your chosen set of weapons.

When you're ready, find Harlow outside the bar **(1)** and talk to her. She explains that the heavy monsoons have flooded the jungle, so the only way to Henderson is by water. The fishing village of Halai is likely to have boats; she suggests you try there first.



Ask around about the boat

Follow the minimap route across the broken bridge, hopping over the gap halfway across. If you miss the jump and fall, don't worry—just wade through the swampy water to the destination flag. Clear the area of Walkers and get into the nearby car **(2)**. (Enter via the driver's side on the right.) The next destination marker flag is in Halai Village, far to the southeast. Start driving in that direction down the main road.

PALANAI ISLAND GUIDE #1

The first Palanai Island Guide is on the covered bench near the parked vehicle. This is found as you leave Paradise Survival Camp via its east boardwalk.

Roadkill for XP

When traveling by car, run over zombies on the main roads to rack up XP. Avoid veering too far to hit targets, however. If you come to a halt against an immovable object, nearby monsters can rush the vehicle and damage you while you're inside. If your forward progress is stopped, immediately back up and try to get rolling forward on the main road again as quickly as possible.

PALANAI ISLAND GUIDE #2

The second island guide is located across the street from the Kiwi Camping grounds. It's on the covered bench on the deck. Prepare to battle zombies, as they are always feeding around this area.

Drive past Kiwi Camping until you reach the first Halai sign on the road **(3)**. Get out of the car and start fighting your way up the wooden walkway into the village. Check out the new quest-giver icon that appears on your map. That's your next destination **(4)**.

Descend into the heavily infested town and fight along the wooden walkways toward the quest-giver icon. Beware the open plaza-like area just before reaching the destination. It teems with many undead feasting on flesh.

POSTCARD FROM PALANAI #3

This postcard is located in Makayla's Workbench bungalow on a coffee table in the living room. You can trade with Makayla; she is a Premium Store.

Once you fight across the plaza, hop over the box barricade and approach the man standing at the iron gate **(4)**. His name is Jackson, and he says there are no boats in Halai, but you might find one at the inland marina. If so, he suggests using it to cross the lagoon where you can find a road that leads to Henderson. You automatically report this news via radio to Harlow.

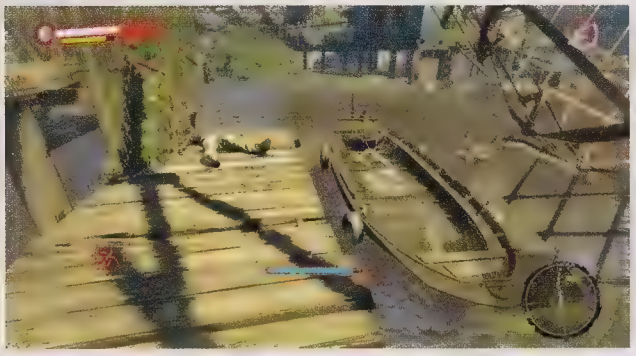
A new destination flag appears on your map at Marik's Marina. From here, you can either return west to the car **(3)** or start walking to the northern exit from Halai.

If you set out north on foot, keep an eye out for a house raised on stilts and with a low barricade atop its staircase **(5)**. Inside, a fellow named Bruce has a request. This triggers a new sidequest, "White Line." (See the "White Line" walkthrough in Chapter 3.)

If you return to the car instead, follow the main road as it winds north and then east to the Marik's Marina entrance **(6)**. When you reach the outskirts, a big green search area circle appears over the entire marina and you get a new objective.

Check the boat

Like Halai Village, Marik's Marina is crawling with undead hordes. Fight along the walkways to the waterfront on the northern end of the marina. An intact, floating boat is there **(7)**. But when you step aboard and look it over, it's clear the craft is missing an engine.



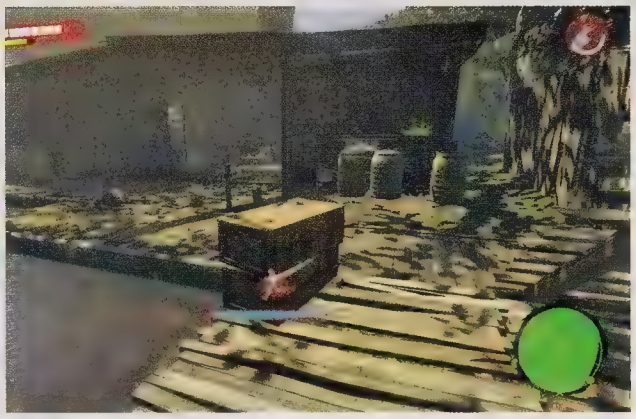
PALANAI ISLAND GUIDE #6

This guide is located on a porch umbrella-table in Marik's Marina. There are usually two slumbering Walkers on either side of the table. This area is typically accessed when on the hunt for a working boat.

Find a way into the workshop

The best place to look for an engine would be a workshop, and there's one not far away, in the southern part of the marina. Proceed along the waterfront, heading south until you reach a narrow bridge of planks that angle around a corrugated wall.

Follow the planks to a walkway that leads into a zombie-infested shack. Clear it out and climb the stairs to find more Walkers. Eliminate them and descend the opposite stairs. The workshop is directly ahead **(8)**.



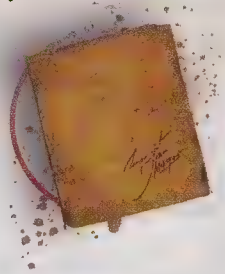
Look for a boat engine

Enter the workshop and find a boat engine sitting on a shelf in the shadows of a back corner. Pick it up and carry it out the door, veer to the right, then start moving north along the waterfront. Whenever you run into trouble, immediately drop the engine and fight off the attackers. Then pick up the engine again and move north along the water.

Install the engine on a boat

Reach the boat **(7)** and carry the engine to the boat's stern. The shadow template of the engine and an action icon appear. Press the button indicated onscreen to mount the engine on the boat and complete the quest. You automatically contact Harlow with the news and pick up a new main story quest, "Pathfinders."

JOHN MORGAN'S DIARY PART 3



This diary is in the boathouse in Marik's Marina. To get into this gated boathouse, climb the ladder behind the adjacent building and follow the rooftops to the west end. Defeat the zombies in the gated area below (explosive barrels come in handy). Then drop down, defeat the Thug, and enter the building. The diary is on the workbench on the far wall. A Rendering Claws Mod is also in the nearby corner.

PATHFINDERS

FIND A PATH THROUGH THE JUNGLE

QUEST RANKINGS

DIFFICULTY:	☠ ☠ ☠ ☠ ☠
XP:	★ ★ ★ ★ ★
CASH:	★ ★ ★ ★ ★
QUEST GIVER:	HARLOW

OBJECTIVES

- Use the boat to find a path through the jungle.
- Go to Halai village.

Use the boat to find a path through the jungle

Approach the engine of the boat **(1)** and press the button indicated to take the tiller. Veer left and travel west along the waterway, heading under the suspension bridge **(2)**. Whenever the waterway provides a choice, veer to the right.

The boat's loud engine attracts the attention of monsters in the area, and they come running. If you troll at normal speed, the creatures can easily hoist themselves aboard and attack. Use your Speed Boost to shake them loose. If any foes manage to clamber aboard and rush you, use your Kick button to boot them backward.

Water Foul

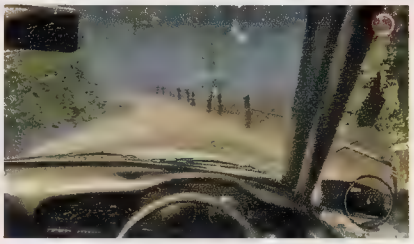
Monsters come running when they hear your boat engine. Use your Speed Boost to get away, and steer directly over attackers while boosting to splatter them for extra XP. However, be aware of the heat gauge displayed onscreen. The Speed Boost can overheat, so use it sparingly and mostly when you sense danger.

Continue across the waterways until you reach the beach **(3)**. Run the boat right up the sand and hop out. Follow the short path to the main road and turn left. Watch for more zombies along the way while proceeding past the BioSphere Lab gate on the left. Stay on the road and follow your minimap route to the collapsed bridge **(4)** (labeled "Destroyed Road" on your map) to trigger a quick cutscene. The road is impassable, and Henderson is across the bay. So close, yet so far…

Go to Halai Village

Harlow suggests returning to Halai Village and asking the survivors if there's another way to reach Henderson. Hop in the car parked near the BioSphere Lab gates **(5)** and start driving down the main road.

The bridge en route has collapsed **(6)**, but you can drive through the shallow water and emerge on the far side with no trouble.



A poor fellow is trapped on his trailer roof **(7)** by a zombie pack. Drive right over the zombies and save him! (For more, see the "Rescue Luke" sidequest later in this chapter.)

Keep driving until you reach the same path used to approach Halai from the main road earlier **(8)**. Fight into the town and back to the iron gate where Jackson is posted **(9)** to finish the quest and complete Chapter 2 of the main story.

PALANAI ISLAND GUIDE #7

This guide is located on the covered bus stop bench just west of the BioSphere. It is very close to a roadside Workbench shack.

SIDEQUESTS: HEAVENLY GIFT

LOOK FOR SUPPLIES FROM THE SHIPWRECK

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	MEAT MALLET
QUEST GIVER:	CHIMAMANDA

OBJECTIVES

- Talk to Chimamanda
- Go to the beach
- Look for supplies on the beach
- Talk to Chimamanda

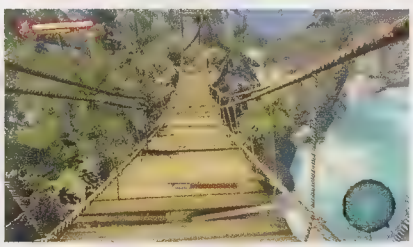
1. Chimamanda (Paradise Camp)
2. Blown-up bridge
3. Suspension bridge
4. Food supplies
5. Bandages
6. Bottled water

Talk to Chimamanda

You can start this sidequest at any time. Just walk up to Chimamanda in your current base and talk to her. (She *moves with your team from base to base* throughout the story.) But the best place to start "Heavenly Gift" is in the early going at Paradise Camp. Enter the bar to find Chimamanda sitting in a chair **(1)**. She asks you to check the beach for useful items that might have washed ashore from the wrecked ship. Exit the bar.

Go to the beach

From Paradise Camp, hop across the hole you blasted in the entry bridge **(2)** during "Back to Reality." Then turn left and retrace your route all the way back across the suspension bridge **(3)** and down to the beach at Pearl Sands.



Beach Shortcut: Items & Experience Op

Alternatively, you can exit Paradise Survival Camp through the south exit to find more items and gain more experience defeating zombies along the dirt path. Drop down from the overturned log and the "rock climb" cliff to follow the stream below. Many items are along the left waterfall path. Expect an encounter with one more group of Walkers before you reach the beach.

Look for supplies on the beach

To complete the quest, find three separate "quest items" on the beach: food supplies, bandages, and bottled water. Each time one of the items is approached, a green search area appears on your map.

Pick up food supplies

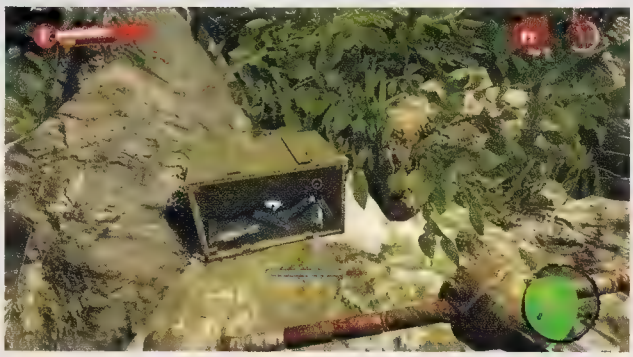
When you reach the beach at the end of the jungle path, turn hard right and fight through the zombies roaming by the hut and dock. When the area is clear, wade out to the row of wooden posts in the water **(4)** (off the right side of the dock) and find the open crate containing canned food supplies. Grab the supplies.

Pick up bandages

Now fight through the rock arch onto the main beach area. More zombies stagger around on the sands. Take them out. Then wade in the direction of the wrecked ship, searching amongst the rocks just off the beach. Find the open crate with a box of bandages **(5)** tucked behind a boulder. Grab the bandages.

Pick up bottled water

Now head for the new green search area that appears on your map to the east. Fight past the undead pack, and then wade out from the sand into a debris field of crates and barrels. Find the bottled water in a crate **(6)** sitting on a rock with jungle foliage directly behind it.



Talk to Chimamanda again

Return to Paradise Camp (or wherever your current base is located) and find Chimamanda **(1)**. Talk to her to deliver the goods. Be sure to grab the Meat Mallet she offers as reward. Talk to Chimamanda again to start a new sidequest, "Field Kitchen," where she continuously accepts canned food in exchange for experience points.

FIELD KITCHEN (CONTINUOUS EVENT)

CHIMAMANDA WANTS CANNED FOOD

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: CHIMAMANDA

OBJECTIVES

- Talk to Chimamanda.
- Bring Chimamanda canned food.

Finding Chimamanda

Chimamanda takes every sample of canned food that you deliver and pays handsomely each time. We don't have a map for her because she moves with your team from base to base. So you'll find her in different locations throughout the story.

For example, early in the game, you can deliver cans to Chimamanda in the Paradise Camp bar. But after "The Ritual," she moves with your team to the Halai Village compound, where you find her on the ground floor of the big warehouse talking to Wayne and Colonel Hardy.

If you have canned food in your inventory, check your in-game map for the Chimamanda destination flag in your current base.

Talk to Chimamanda

After completing the "Heavenly Gift" sidequest for Chimamanda, talk to her again. She asks you to bring her canned food that she can spice and cook for your team.

Bring Chimamanda canned food

Canned food is stashed in many places throughout the island. Once the "Field Kitchen" quest is active, pickup icons appear on your map to mark nearby canned food locations. Be meticulous about searching and checking your map in each new area.

Whenever you return to your current base, find Chimamanda and deliver any gathered canned food—just approach her and press the button indicated onscreen. Each button-press delivers one can of food, so keep giving her cans until your inventory is empty.

Chimamanda pays well for every can, with no limit, and XP is earned with every transaction too. This quest is continuous through the story and can be a nice source of extra cash and XP.

ELECTRIFYING

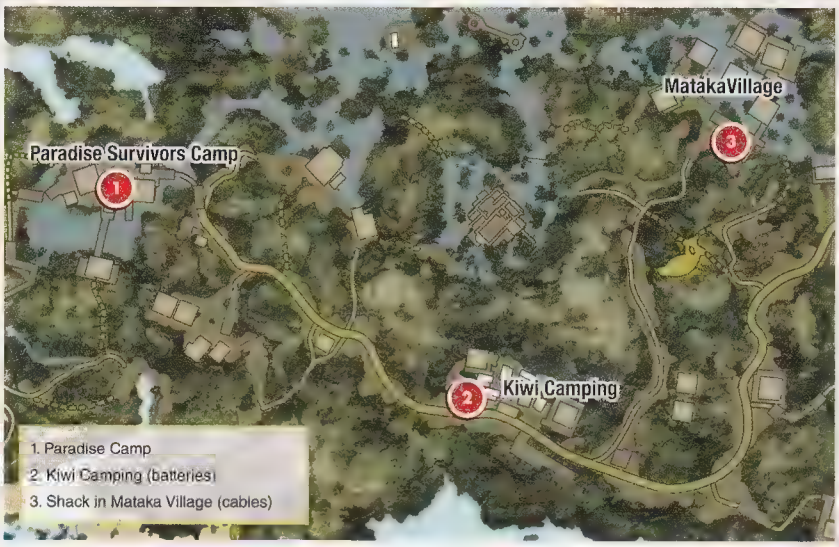
HELP ZOEY CREATE BETTER BASE DEFENSES

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	LIGHTNING MOD
QUEST GIVER:	ZOEY

OBJECTIVES

- Talk to Zoey.
- Find five accumulators.
- Find two electric cables.
- Talk to Zoey again.



Talk to Zoey

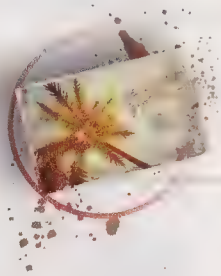
We recommend completing this quest before the end of Chapter 3, while your team is still based in Paradise Camp **(1)**. If completed as recommended, the difficult camp defense efforts in "The Ritual" quest can be bolstered with electrified fencing.

Find Zoey in your team's current base and talk to her. She wants to electrify the fences to fry zombies when they try to tear through the chain-link. But first she needs a reliable power source. She asks you to collect car batteries from a campground down the road, and then find some cables in a nearby shack.

Find five accumulators

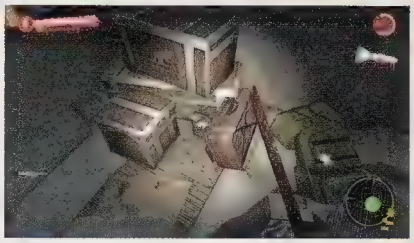
The term "accumulator" refers to a device that stores energy, such as a car battery. Follow the main road down to the red destination flag on your map marking the Kiwi Camping grounds **(2)**. When you arrive, five green search area circles appear on your map.

POSTCARD FROM PALANAI #2



This postcard is on a coffee table inside the stilted east bungalow at Kiwi Camping Grounds. Jump over the barricade at the front door to enter this structure.

Each green circle marks a camping trailer—five trailers, each with one car battery inside. Enter each trailer and search carefully for the battery; some are hidden amongst luggage and boxes. A number of infected monsters roam the road running past the campground, so stay sharp.



Find two electric cables

Hoyahoya Bar

Once you find all five car batteries, exit the Kiwi Camping site and head left down the main road. After a few steps, take a left up the trail. Fight your way north to Mataka Village and approach the two-story bar on the right **(3)**. (The Hoyahoya Bar's lower story is painted blue.) The electric cables are in a locked enclosure behind it. Work around to the shack's southeast corner and take out the acid-spewing Floater posted there.

Hop onto the barrels behind the fallen Floater, and then jump onto the boxes stacked behind the barrels. From the boxes, hop onto the rear balcony of the shack. Do a drop-stomp onto the zombie feeding below. Then grab the glowing coil of cable from the shelf next to a workbench.

One more cable is still needed. Force open the door into a storage room where another coil of cable sits on a shelf in the back corner. Unfortunately, this one has a Suicider guarding it. Peek around the pillar in the room, fling a weapon at the monster, and step back quickly to avoid the explosion. Then nab the cable.

PALANAI ISLAND GUIDE #3

The third guide is located north up the road from the Hoyahoya Bar. It's on a roadside table between a crate and a basket of fruit.

Talk to Zoey

Find Zoey at your current base and talk to her. (Again, we recommend that you complete this quest early, while she's still in Paradise Camp.) Zoey says she can now electrify the fences and rewards you with a Lightning Mod blueprint. After taking it, you can talk to her again to trigger the "Mines Go Boom" sidequest.

MINES GO BOOM

GATHER COMPONENTS FOR EXPLOSIVE MINES

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: 10 EXPLOSIVE MINES

QUEST GIVER: ZOEY

OBJECTIVES

- Talk to Zoey.
- Bring Zoey four pieces of Suicider meat.
- Bring Zoey two electronic scraps.
- Talk to Zoey.
- Claim your reward.

Finding Zoey

Zoey moves with your team from base to base so she is found in different locations throughout the story. The desired ingredients for this quest—Suicider meat and electronic scraps—can be found in dozens of places around Palanai, some of them random. Thus we can't provide a map for this particular quest.

In the early going, deliver any "Mines Go Boom" items to Zoey near the shattered bridge in the Paradise Survivors Camp. After "The Ritual," she moves with your team to the Halai Village compound, where she can be found just outside the big warehouse. After Santa Maria Mission is cleared out, she moves there and hangs out in the back room next to the Fast Travel map.

If you have the items required by this sidequest (four Suicider meat samples and/or two electronic scraps) in your inventory, check your in-game map for the Zoey destination flag in your current base.

Talk to Zoey

This is another Zoey-given sidequest that we recommend completing before the intense base defense quests, "The Ritual" at Paradise Camp (end of Chapter 3) and "Stalwart Defense" at Santa Maria Mission (end of Chapter 5). Earning mines from Zoey makes hub defense much easier.

After completing the "Electrifying" quest for Zoey, grab your reward and immediately talk to her again **(1)**. She says the exploding Walkers (the Suiciders) have given her an idea. She can construct mines using their flesh as an explosive material combined with some electronic scraps.

Find four pieces of Suicider meat and two electronic scraps

While moving through the jungle completing the main story and other sidequests, be sure to slay any Suicider and search his exploded corpse for chunks of Suicider meat. Remember to keep your distance from these monsters! The area damage inflicted by their detonation is powerful enough to KO your character if you get too close. Note that you can run over Suiciders with a car or boat without suffering damage.

Keep an eye out for electronic scraps as well; carefully explore and pick clean every place you visit.

Mines for Santa Maria

At the latest, try to accumulate and deliver the "Mines Go Boom" ingredients to Zoey before you make your frenzied defense of the Santa Maria Mission hub at the end of Chapter 5. Her mines can really bolster your defensive grid for that hellacious assault.

Talk to Zoey

Once the necessary items are collected, return to Zoey in your current base and talk to her. She needs a few moments to assemble the ingredients, so just wait for a few seconds until the quest updates to "Claim your reward."

Claim your reward

Approach Zoey again and click the "Zoey" button indicated onscreen to gather your reward: 10 powerful explosive mines plus a big XP bump.

RESCUE QUESTS: RESCUE BRIAN

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: BRIAN

OBJECTIVES

- Help Brian.
- Talk to Brian.

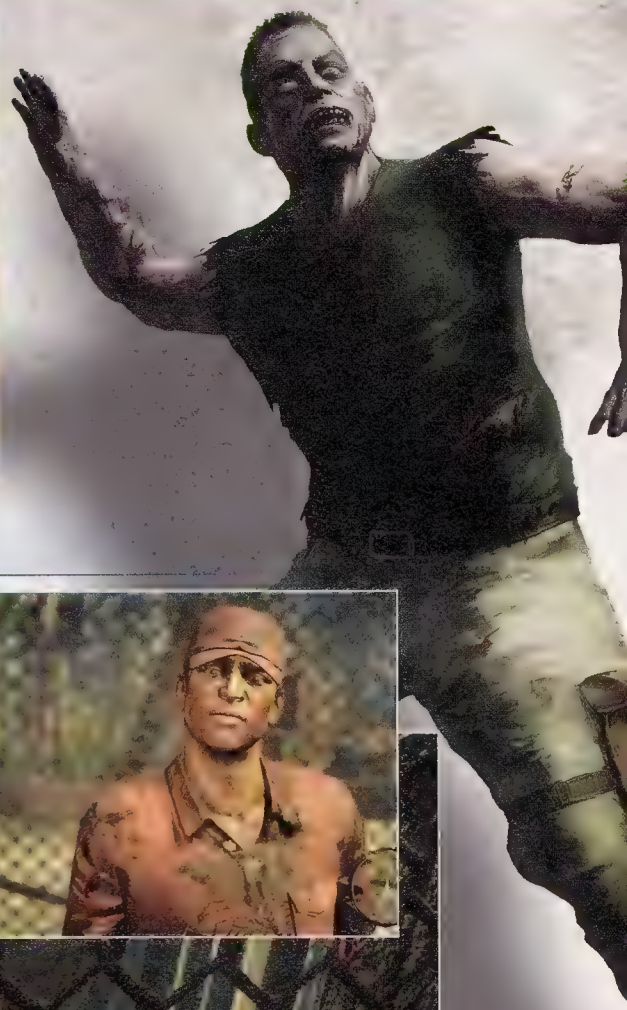
The following lists the first of numerous rescue sidequests in the game. Rescue quests are very straightforward. Typically, someone calls for help as you move through an area. That person is usually trapped on a high perch with a pack of zombies down below, howling and reaching and eyeing him as food.

Simply wipe out all of the zombies (the ones marked as red skull icons on your map) and climb up to talk to the trapped person. He/she expresses thanks and offers a reward—usually cash, but sometimes a nice weapon.

In each rescue quest, we generally point out a nearby landmark. In many cases, we also suggest at which point in the main story you are likely to encounter the trapped survivor.

Help Brian

Brian can be found the first time you venture southeast from Paradise Camp. Walk or take a car from the camp's east bridge entrance **(1)** and veer right at the first turn. Climb the hill to find the oil storage facility **(2)** under assault by vicious flesh-eaters. (Look for the "Gas & Oil: Open 24 Hours" sign.) If you're driving a car, run over any zombies in reach. Then hop out and mop up the rest.



Talk to Brian

Brian is behind a tall chain-link fence. To interact with him, go around the building behind Brian and find the yard entry door (just left of the oil tanks). Approach Brian and talk to him. He thanks you and hands over a wad of cash as reward.

Oil Boss

Brian's oil storage facility is also where you find James Nisira's Bungalow, a Dead Zone ruled by the boss James "Killer" Nisira.

RESCUE STANLEY

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: STANLEY

OBJECTIVES

- Help Stanley.
- Talk to Stanley.

Help Stanley

After grabbing the electrical cables **(1)** for Zoey during the "Electrifying" sidequest, look and listen for a poor fellow named Stanley stranded atop a flooded building's roof on the nearby waterfront **(2)**. Wipe out the zombies pathetically groping upward for him. As always with rescues, this is a good place to unleash your Fury on the undead mob.

Alternate Pickup

Another convenient time to pick up this sidequest is when approaching Marcus Villa's house at the end of the "Meeting Locals" main quest.

Talk to Stanley

Climb the ladder to the roof and talk to Stanley. He thanks you for the help and hands over a nice wad of cash to go with the XP boost earned.

RESCUE LUKE

QUEST RANKINGS

DIFFICULTY:

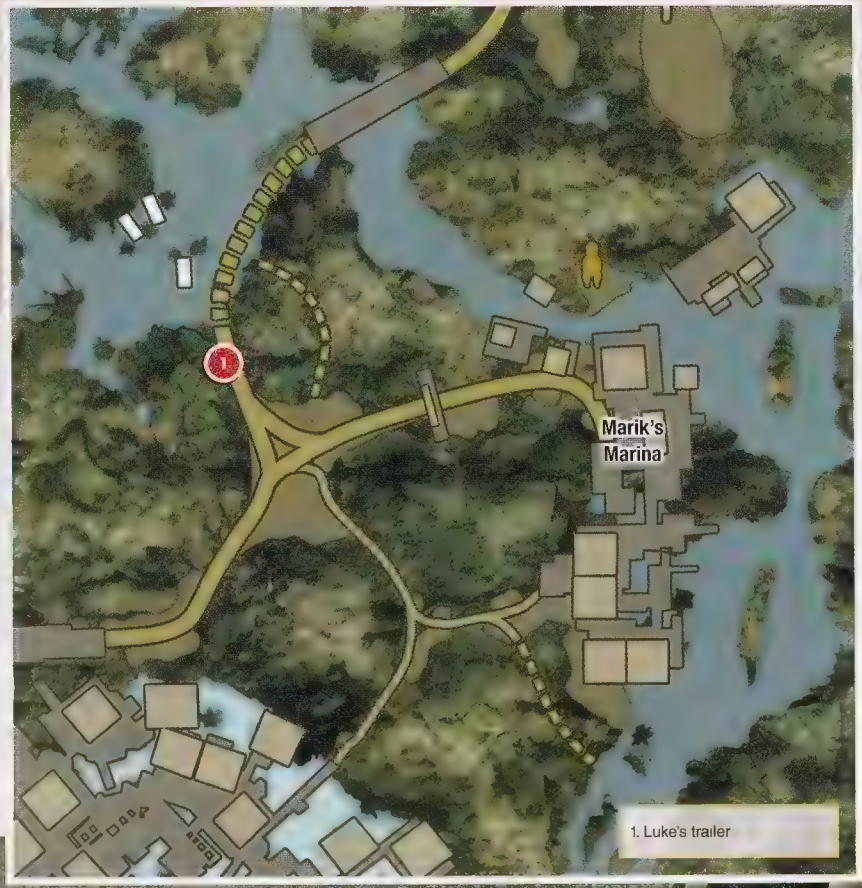
XP:

CASH:

QUEST GIVER: LUKE

OBJECTIVES

- Help Luke.
- Talk to Luke



Help Luke

When driving back to Halai Village at the end of the "Pathfinders" main quest, look for a man stranded on his camping trailer's **(1)** roof near the collapsed bridge just west of Marik's Marina. Approach via car if possible; all of the monsters are on the road and easy to run down in just one or two passes.

Talk to Luke

Climb onto the trailer roof and talk to Luke. He thanks you and offers a nice cash reward.

CHAPTER 3: "TWISTED MIND"

EXOTIC NATIVE VILLAGES

This chapter primarily focuses on your dealings with the island "holy man," a missionary named Marcus Villa. First you must find him. Then you must help him and some of his native followers. Finally, you must face an undead onslaught worse than any you've seen so far.

MAIN QUESTS: SAVING HOLY MAN

HELP THE MISSIONARY

QUEST RANKINGS

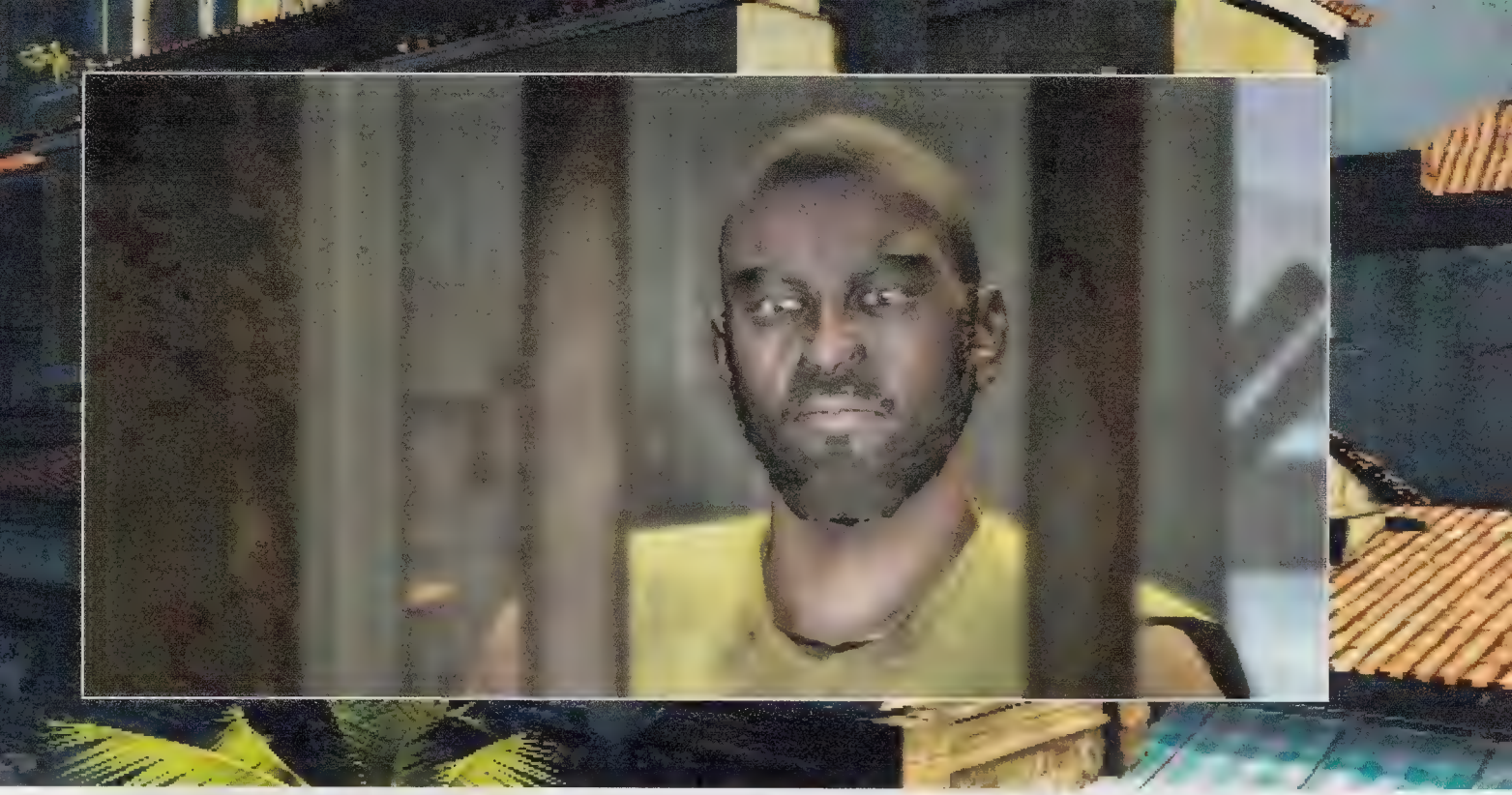
DIFFICULTY:	
XP:	
REWARD:	CLAWS
QUEST GIVER:	JACKSON

OBJECTIVES

- Talk to Jackson.
- Look for the missionary.
- Kill all monsters.

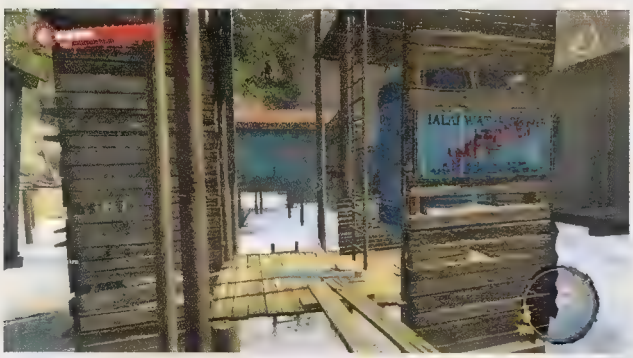
Talk to Jackson

Approach the Halai compound's metal-bar gate and talk to Jackson **(1)**. He suggests getting help reaching Henderson from a missionary named Marcus Villa, a man who knows the island "like the back of his hand." Unfortunately, Villa recently went off to fetch food from a nearby store, and nobody has heard from him since.



Look for the missionary

A new destination flag appears on your map just to the northeast. Fight through the wandering undead while following the minimap route. The building you seek is next to one of Halai's water towers, so use the tower as a landmark while moving across town.



When you find the structure **(2)**, enter and use the workbench inside to hone your weapons. Then open the double doors in the rear to see a chilling sight: an enclosed, flooded yard overrun with diseased monsters led by a brutal, lightning-quick boss named Joe "Ogre" Somare, a Butcher.

Kill all monsters

This is a good place to lead with a few explosive or incendiary devices—grenades, Molotovs, shock bombs, anything that explodes or burns. These may not kill the tough Butcher, but you can thin out the ranks of his minions, making it a fairer fight. Another tactic is to stay in the doorway to bottleneck the pack's attacks, making it hard for enemies to flank you.

Avoid dropping down in the pit while Joe "Ogre" Somare is still active. Focus on eliminating foes on the upper level first. Then work around the walkways and toss weapons down at the Butcher boss until he collapses. Once the Ogre falls, hop down and mop up any remaining zombies to complete the quest.

CLEAR OUT DEAD ZONE IN HALAI

QUEST RANKINGS

DIFFICULTY:	☠☠☠☠☠
XP:	★★★★★
REWARD:	SHOVEL
QUEST GIVER:	MARCUS VILLA

OBJECTIVES

- ☐ Talk to Marcus Villa.
- ☐ Go to the Dead Zone.
- ☐ Kill all monsters in the Dead Zone.
- ☐ Take the tools.
- ☐ Go back to Marcus Villa.

Talk to Marcus Villa

Once the zombie-infested courtyard in "Saving Holy Man" is cleared, the man you saved, Marcus Villa **(1)**, calls out his thanks to you. Approach and talk to him. When he learns that you're immune to the plague virus, he calls it a blessing from the gods. Then he asks for one more favor before he tells you how to reach Henderson. He wants you to retrieve provisions from a storage area overrun by the infected.

Go to the Dead Zone

Climb out of the pit and go into the house with the workbench. Villa's storage appears as a destination flag on your map clear down in the southwestern tip of Halai **(4)**. The crosstown trek is treacherous, so make sure your weapons are buffed up at the workbench.

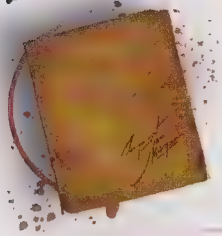
Now start moving to the southwest. On the way, remember that you earned a reward from Jackson for finding Marcus Villa in the "Saving Holy Man" quest. Stop in to see him at the Halai compound's gate **(2)** and pick up some new Claws. The gate is open now, too! Enter the camp and scour it for pickup items and cash.

Inside the compound, follow the quest-giver icon on your map to meet Houston **(3)** and start the continuous-event sidequest, "Kill the Pain." You can also talk to Maggie **(4)** in the warehouse and activate the "Safe Haven" sidequest as well. (Check out the walkthroughs for "Kill the Pain" and "Safe Haven: Part 1" later in this chapter.)

SECRET FILES PART 1

The Halai Village survivors' camp is accessible during the "Where the Dead Live" quest. This Secret File is located underneath the bed in a room on the large boathouse's south side. The Secret File contains plot details from the original *Dead Island*.

JOHN MORGAN'S DIARY PART 2



John's second diary is located in the survivors' camp in Halai Village. Access is gained during the "Where the Dead Live" quest. The diary is on the boathouse's second level, on the south side. Find it on a corner table near the balcony exit.

Exit the Halai compound and continue your southwestern sojourn. You can wade through water on the lowest level, move across raised walkways, and even traverse rooftops in several places. Keep following the map flag until finally reaching the house leading into the marked Dead Zone **(5)**.

POSTCARD FROM PALANAI #6

This postcard is on the narrow wrap-around deck of this Halai Village bungalow. Look for a little table with fruit on it to find the postcard. It's behind the structure facing the open water.

Kill all monsters in the Dead Zone

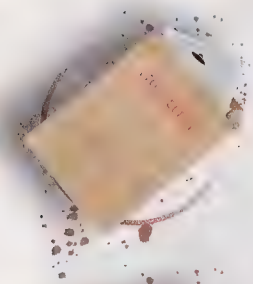
Enter the house, search the room, and use the workbench to repair weapons. Then approach the open double doors to survey the Dead Zone. As in the previous quest, you see a flooded courtyard with a raised walkway running around the entire pit. The zone is crawling with monsters, including a big Thug in the storeroom. But this time, stairs lead up from the watery pit so the zombies below can rush upstairs to attack.

As in the Dead Zone fight to rescue Marcus Villa in "Saving Holy Man," we suggest you start by tossing firebombs or other explosives at the monsters clustered below. Be ready as they rush upstairs to attack. If you get overwhelmed, retreat from the house and shut the door to recover.

The powerful Thug won't exit the storeroom until you attack him. Use Molotovs to inflict damage from afar. If you run out of bombs, toss blade and/or blunt weapons. Keep your distance!

Take the tools

When the Thug finally drops, search the storeroom off the watery courtyard. Find the red toolbox labeled "Equipment for Marcus" and grab it. Now you can deliver it to Marcus Villa.



SECRET FILES PART 2

After defeating all the zombies in the Dead Zone, follow the objective marker into the tool shed. The secret file is on the shelf to the right, next to the Liquid Fire Mod.

PALANAI ISLAND GUIDE #9

After defeating all the zombies in the Dead Zone, follow the objective marker into the tool shed. The guide is on a stack of boxes behind Marcus' toolbox.

Go back to Marcus Villa

Note that Villa's location has changed—he's returned to the Halai survivors' compound **(6)**. Find him in a small side room off the main warehouse floor. Talk to him and grab the Shovel he offers as reward. Then talk to him again to start the next main quest, "Meeting Locals."

MEETING LOCALS

TALK TO NATIVES IN THE MISSIONARY HOUSE

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: MARCUS VILLA

OBJECTIVES

- Talk to Marcus Villa.
- Go to Marcus Villa's house.

Talk to Marcus Villa

After receiving the Shovel reward for completing "Where the Dead Live," talk to Marcus Villa again **(1)**. He tells you that Japanese bunkers and tunnels from World War II are scattered across the island. One of the tunnels leads to a highway that directly connects with Henderson. He has maps in his jungle hut up in Mataka Village that show the way.

Before leaving, make another pass through the Halai compound to meet some new survivors in the fold. Several of them have requests. Check with Dr. Jane Hanson (next to Houston outside) to pick up the "Alternative Medicine" sidequest and see Rose upstairs to help her with "Antidote." (Check the sidequest walkthroughs later in this chapter.)

Do Some Team Building

Before leaving Halai camp to find Marcus Villa's house, consider using the Fast Travel map (on the wall in the warehouse) for a quick trip back to Paradise Survival Camp to deliver Team Quest items to your crew. Check your map to see if destination flags appear in Paradise Camp, indicating that you've got deliveries ready for team members.

Go to Marcus Villa's house

There are a couple of good routes up to Villa's hut. You can head north to Marik's Marina, grab a boat, and navigate the waterways to Mataka Village. Or you can head west to the main road and then veer north up the trail to Mataka **(2)**. Either way, be prepared to fight off hungry hordes.

Once Mataka Village is reached, you can help a guy named Stanley trapped on the roof of a flooded house **(3)** (unless you already rescued him when completing the "Electrifying" sidequest for Zoey). Follow the minimap route to the raised platform with a hut on top. Find a ladder, climb up, and approach the man standing guard outside Marcus Villa's hut to complete the quest.

The man's name is Hadisi, and he's a stern fellow. Talk to him to trigger the next main quest, "Natural Resources." This is also a good place to find another quest-giver named Dave who is stranded atop a nearby trailer **(5)**. Talking to Dave activates the "Genre: Horror Slasher" sidequest.

NATURAL RESOURCES

FIND THE CURE FOR HADISI'S BROTHER

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: 5 THROWING KNIVES

QUEST GIVER: HADISI

OBJECTIVES

- Talk to Hadisi.
- Gather Cinchona tree bark for Hadisi.
- Deliver the medicine to Hadisi.
- Talk to Batram.

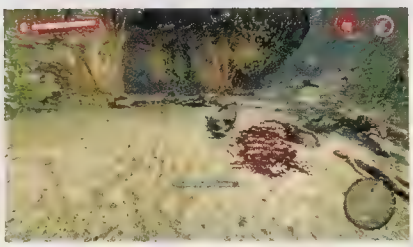
Talk to Hadisi

After "Meeting Locals" is complete, talk to Hadisi **(1)**, the man guarding the hut's entrance. Hadisi won't let you inside because his brother is deathly ill. But if you bring the boy some medicine, Hadisi promises to open the gate.

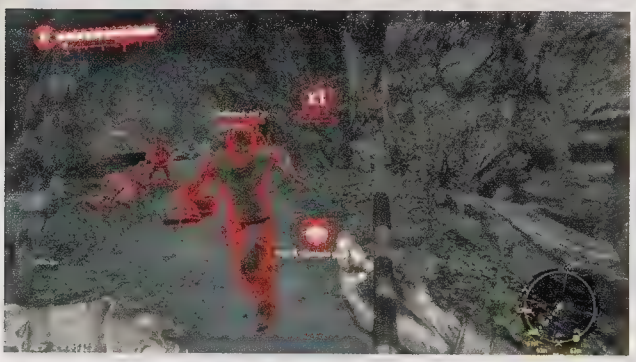
Over the radio, Dr. Hanson diagnoses the illness as the onset of malaria. She lost her medical supplies in the monsoon, but says you can treat malaria with the bark of a Cinchona tree. She directs you to search a Cinchona grove near the destroyed road. Find three samples of Cinchona bark to complete the quest.

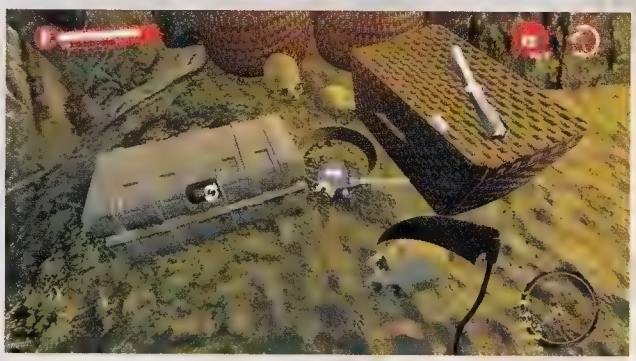
Gather the first Cinchona tree bark

Take a boat to the sandy shore just west of the "Destroyed Road" location on your map. Fight a few steps up the trail and then turn left into a tunnel—the opening is decorated by torches and skulls on stakes **(2)**. Follow the tunnel to a clearing dominated by a big stone idol and toss a grenade or other explosive device, if you have any.



Clear the remaining undead from the area and proceed down the passage behind the idol. More foes hunker here. Use your Fury if it's available. Otherwise, just mop them up methodically, retreating to recover health when necessary. When finished, find the Cinchona tree bark in the small bowl between a wicker basket and the weapon crate at the cave's end.





Gather the second Cinchona tree bark

Exit the cave, turn left, and follow the trail a short distance to the main road. Turn right, walk a few more steps, then veer right again behind the shelter and follow the rough trail **(3)**. Look on the left side for some woven baskets in a small clearing. Find the Cinchona tree bark near the bowl of skulls.

Gather the third Cinchona tree bark

Return to the main road and turn right. Just a few steps up the road is another small trail on the left. Follow the trail up the hill (watch out for a bloated Floater on the way) to the big stone idols of the Moazik Shrine **(3)**. The area is heavily infested, so toss a few Molotovs or grenades into the circle of idols. Then clear the area. Find the third sample of Cinchona tree bark on the ground near a basket.

Deliver the medicine to Hadisi

Return to your boat and guide it back to Mataka Village. Climb up to Hadisi **(1)** and talk to him. He isn't very impressed with the natural remedy, but he lets you enter to speak with his father, Batram.

Talk to Batram

Open the door and talk to Batram. He's skeptical of the bark remedy as well, but he'll give it a try. Then he says to take whatever you want of Marcus Villa's things and offers a reward of Throwing Knives. This completes the quest.

POSTCARD FROM PALANAI #5

This postcard is located inside Marcus' house in Mataka Village. Entry cannot be gained into this bungalow until you take the Cinchona tree bark to Hadisi during "Natural Resources."

Batram Tribal Weapons Store

Take full advantage of Batram's Tribal Weapons store as soon as it becomes available upon completion of this mission. He carries some nice weapons and several modification items you may really want, such as Stingray Tail to fulfill Wayne's second Team Quest request. Buy at least four. Trevor needs four Floater Meats, as well. Get it while you can; Batram may not be around much longer.

THE RITUAL

FIND MARCUS VILLA'S MAP AND NOTEBOOK

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: JACKSON

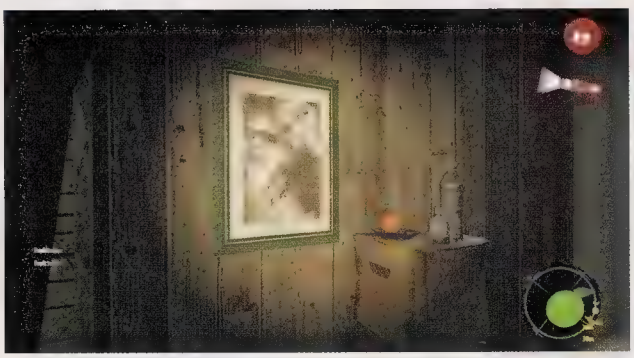
OBJECTIVES

- Find Marcus' map and notebook.
- Ask Batram about the map.
- Go to Halai.
- Go to Paradise Camp.
- Survive until Harlow arrives.

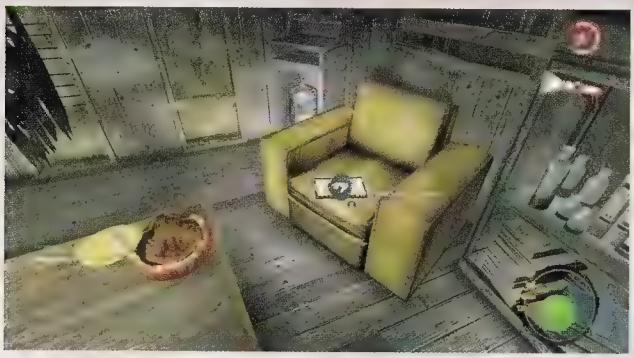
Find Marcus's map and notebook

This quest begins right after you first talk with Batram in Marcus Villa's hut **(1)** in Mataka Village. Start searching the hut interior. The key items are Marcus's notes and Marcus's map. The map is rolled up and tucked into a woven basket in the far corner of the room.

From there, turn right and find the framed wall photo of Marcus Villa and a woman. Approach it and move the frame; the notes behind it drop to the floor.



A quest item can be found: a "Newspaper Article on Kessler and Villa's Research" under a fan in the back room.



Ask Batram about the map

With the notes *and* the map in your possession, go talk to Batram. He warns you about Marcus Villa, calling him "pure evil." He mentions some kind of ritual and suggests you talk to Marcus himself if you want more answers.

Go to Halai

Exit the hut and take your favorite route back to the Halai compound's gate **(2)**. Talk to Jackson to hear the news: Marcus has set off to Paradise Camp, with questionable intentions.

Go to Paradise Camp

Enter the Halai compound's main warehouse and find the Fast Travel map on the back wall. Use it to travel to Paradise Survival Camp **(3)**.

Upon arrival, you learn that Marcus Villa is here, but Harlow left Paradise to look for something. Then a cutscene plays. Villa appears on a parapet with a Molotov in his hand. He demands that the immune subjects sacrifice themselves for the good of all. As he puts it, "We must feast on your flesh to ensure the future of the human race!" Then he tosses the Molotov, setting the place on fire.

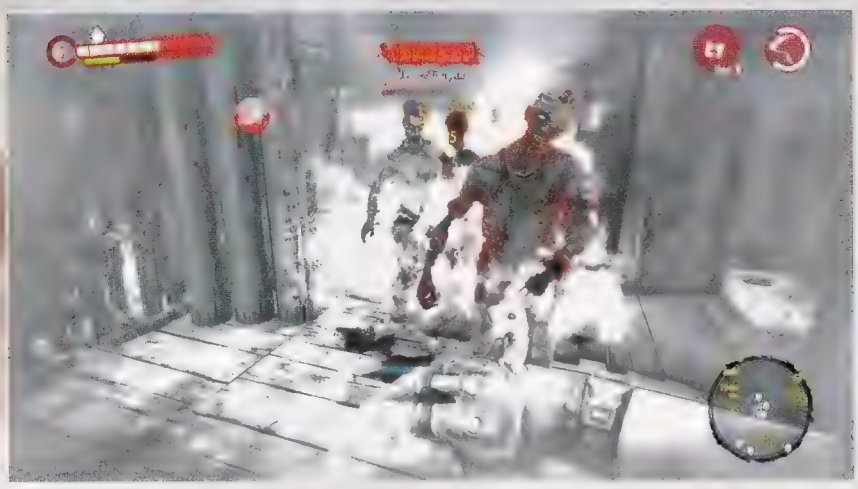
Survive until Harlow arrives

Once again, you must defend your home base from waves of undead. Flames from Villa's Molotov attack rise in every entrance, so the attacking zombies suffer burn damage as they rush the base. But their burning bodies can burn you too, so keep your distance as much as possible. As before, a Horde Strength meter appears at the top of the screen to give you a measure of how many zombies are left to fight.

Better Teammates

Base defense (as in "The Ritual") is where completing those Team Quests really pays off. When you finish Team Quests, you level up your teammates so they fight better and are more durable. Note that your chosen character may also have skills available that boost team abilities.

This is a fight where triggering Fury can be very effective if not absolutely essential. In Fury mode, you are essentially invincible, and your teammates gain benefits too. They can fight harder and even heal faster.



As in your previous base defense, keep an eye on your team's health icons. Rush to help those with low health. Use the minimap to identify hotspots where multiple enemies are putting particular pressure on the defensive effort. When a more dangerous enemy like a Thug, Floater, or Butcher shows up, focus your full attention on that target until it is eliminated.

Stay Sharp

Access the camp's workbenches even in the heat of battle to keep your weapons in top shape.

When the Horde Meter finally drops to zero, a cutscene is triggered. Harlow manages to cut through the main gate, and the full team escapes Paradise.

Later, everyone meets at the Halai survivors' compound to examine the map. It shows that the tunnel entrances are in flooded areas and most likely underwater. The next step is to find and meet with Dr. Kessler in his BioSphere Laboratory compound.

After the cutscene, you automatically pick up a new sidequest, "Stop the Madness." This sidequest sends you after Marcus Villa to make him pay for his brazen attack. You also trigger the next main quest—and the game's next chapter—when you approach Harlow and press the button labeled "Investigate Dr. Kessler's laboratory."

Before doing anything, however, consider exploring the Halai compound for items/weapons, and deliver or sell inventory items to survivors. For example, sell any painkillers you have to Houston; sell canned food to Chimamanda; sell weapons you don't want to the vendor characters; and see if you've got the requested items needed to complete any Team Quests. Then talk to Harlow to start Chapter 4.

SIDEQUESTS: KILL THE PAIN (CONTINUOUS EVENT)

FIND AND BRING PAINKILLERS TO HOUSTON

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

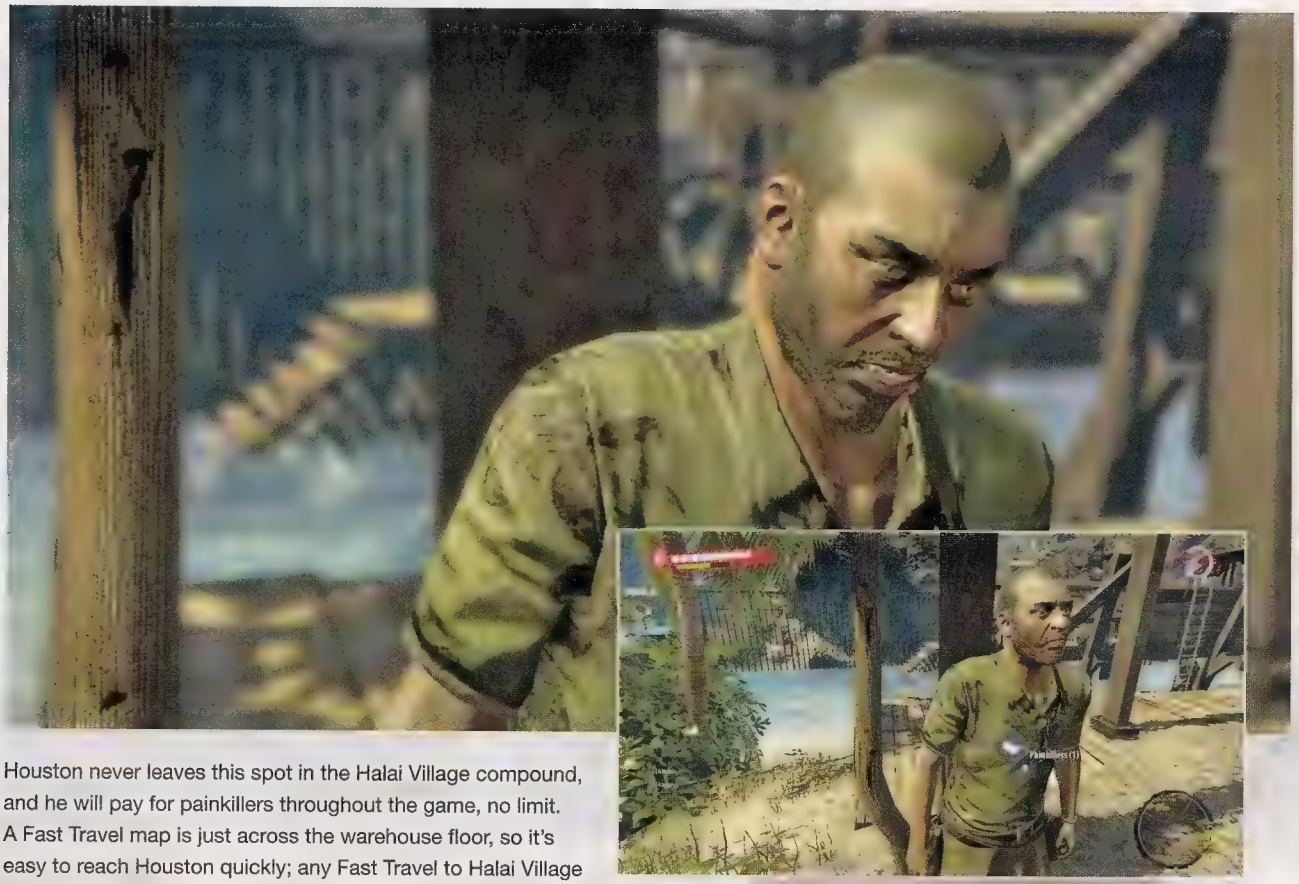
QUEST GIVER: HOUSTON

OBJECTIVES

- Talk to Houston.
- Bring painkillers to Houston.

Bring painkillers to Houston

Chances are good that you've found some painkillers by now, if you've been a diligent looter. When you have painkillers in your inventory, approach Houston and press the button indicated onscreen to sell him a bottle of pills. XP is earned with every transaction as well.



Houston never leaves this spot in the Halai Village compound, and he will pay for painkillers throughout the game, no limit. A Fast Travel map is just across the warehouse floor, so it's easy to reach Houston quickly; any Fast Travel to Halai Village brings you just a few steps from him.

SAFE HAVEN: PART 1

LOOK FOR MAGGIE'S FRIENDS

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	TANTO
QUEST GIVER:	MAGGIE

OBJECTIVES

- Talk to Maggie.
- Search for the camp on the treehouse.
- Search for the camp in the west.
- Search for the inland camp.

Although "Safe Haven" is a single sidequest, it must be completed on two separate maps. So we've split it into two sections: Part 1 is done in the jungle and covered here, and Part 2 is completed after reaching Henderson and covered in Chapter 8.

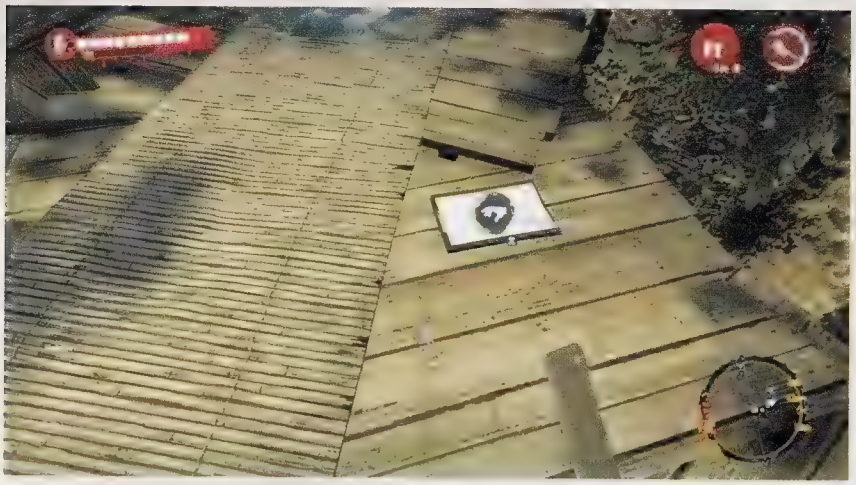
Talk to Maggie

When you first gain access to the Halai survivors' compound after completing the "Saving Holy Man" quest, enter the main warehouse and find a somewhat distraught woman named Maggie inside **(1)**. Talk to Maggie to learn that her group of friends left for Henderson a while ago to seek safer shelter. She hasn't heard from them, and she asks if you can look for them. Their first stop was a treehouse in the jungle.

Search for the camp on the treehouse

A new destination appears as a green search area circle on your map **(2)**. It's a good distance from Halai in the lagoon waterways of the north. Travel on foot or by car to Marik's Marina, and then grab a boat and navigate to the marked destination. (Bruce's drug dealer's house from "White Line" is just to the west, so it's efficient to combine the travel for these two sidequests.) The treehouse is easy to spot from a distance.

Climb the ladders to the treehouse platform and find the "Letter to Maggie" on the floorboards. Pick it up to hear the writer: "Tomorrow we're going west—we really hope we can find more permanent shelter." A new destination appears as a green search area circle on your map **(3)**, far off to the west. Don't miss the Ripper Mod before leaving the treehouse!

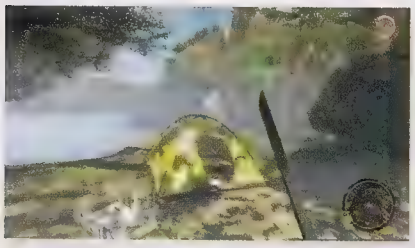


PALANAI ISLAND GUIDE #8

During "Rescue Megan," a very small island campsite is visible. This is where the eighth guide is located. Look north while standing next to Megan on her treehouse platform. The guide is on the ground behind water jugs and beside the wooden bench.

Search for the camp in the west

You can head out right away to find the western camp or wait until later, when other quests like "House of God" or "Proximity" (see Chapter 5) take you west across the jungle. Look in the search area until you find a small campsite with a single yellow tent. Look inside the tent to find another "Letter to Maggie." Pick it up: "We've decided to turn around and go further inland."

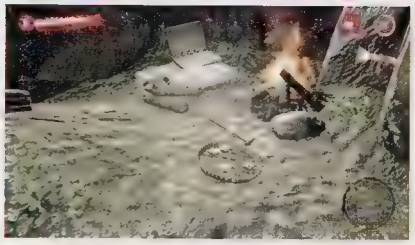


PALANAI ISLAND GUIDE #5

The fifth guide is located in Alfred's camper by the lake in the northwest. This spot is usually found during "Rescue Alfred." The camper can be safely entered after freeing Alfred from the zombies. A Weighted Mod and this guide are on the floor inside.

Search for the inland camp

The inland campsite is hidden in a cave complex **(4)** south of Mataka Village. A nasty Butcher patrols the brackish pond inside the cavern, so be ready for a tough fight. Once the area is cleared, climb the rock slope from the pond to find a burning campfire, some luggage, and a bed of mattresses. Find another letter to Maggie on the ground: "We met a local man who showed us a way to Henderson."



The rest of this sidequest can't be completed until you reach Henderson later in the game. See "Safe Haven: Part 2" in Chapter 8 for the conclusion.

WHITE LINE

FIND THE DRUG DEALER'S JUNGLE SHACK

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	BRONZE KNUCKLES
QUEST GIVER:	BRUCE

OBJECTIVES

- Talk to Bruce.
- Go to the dealer's house.
- Kill the drug dealer.
- Find drugs.
- Take fake drugs instead of real ones.
- Talk to Bruce again.

Talk to Bruce

Look for a house raised on stilts on Halai's northern edge **(1)** just to the Halai town sign's right. Hop over the low barricade built across the front entrance. Inside, find Bruce huddled on the floor and talk to him. He's strung out and needs drugs. He wants you to rob a nearby dealer who Bruce assures you is dead…"or dead-ish, anyway."

Go to the dealer's house

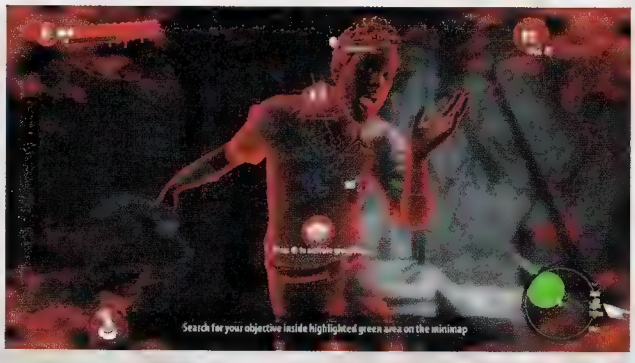
A green circle appears on your map, marking the location of the dealer's house near Breri Outpost, a spot surrounded by the island's lagoons. The quickest way to get there is via water. We suggest commandeering a boat up in Marik's Marina **(2)**. Remember that plenty of Drowners clog the lagoon's passages, so travel with Speed Boost as much as possible. Use our map to navigate through the inland waterways to the beach on the backside of the house **(3)**.

Climb the liana (a tropical climbing vine) to reach the base of the house. Then climb the nearby ladder to the balcony. Turn right and follow the balcony around the house, slaying monsters as you go. The front double-doors are barricaded from the inside. Go to the door and push it open.

Kill the drug dealer

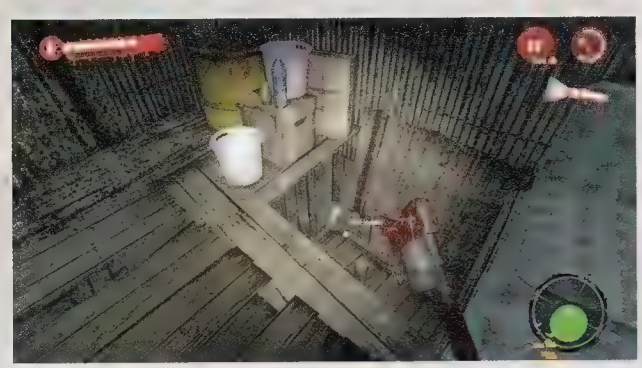
Here's where it gets tough. Bruce's drug dealer is "Mr. Dead," a vicious boss-like zombie with Thug-like power but also a speedy, relentless charge. He howls the moment he spots you and sprints wildly across the room.

This can be a very difficult battle if you don't fight intelligently. We suggest you make sure your Rage Meter is full before you take on Mr. Dead. Trigger your Fury immediately and pound him with your special attack. If he's still fighting when the Fury wears off, back up and nail him with a series of thrown weapons to keep him at a distance and wear down his health.



Find drugs

When Mr. Dead finally falls, retrieve your thrown weapons, ransack the room, and use the workbench to repair/upgrade your weapons. Then find the floor hatch next to the stacked mattresses and open it.



Climb down the ladder to the secret lower level. Slumbering zombies awaken as you approach, so take them out. Then nab the quest item "Drugs" sitting on the table. (Don't miss the Secret Files on one of the cabinets.)

SECRET FILES PART 3

Defeat the poisonous Mr. Dead immediately after opening the door. Investigate the sheet metal piece on the floor to find the cellar underneath. Defeat the zombies below and find the Secret File on a cabinet opposite the drug table.

Talk to Bruce

Now return to your craft. Boat back to Marik's Marina and walk the trail down to Bruce's house **(1)** on Halai Village's north end. Enter and deliver the "drugs." Then take the deadly Bronze Knuckles that Bruce offers as reward. Bruce is a trader, so if you don't want the knuckles, you can sell them back to him for a very nice price.

Take fake drugs instead of real ones

You decide that you can't let Bruce kill himself. Turn back to the table and grab a new item that appears, a glucose vial labeled "Fake Drugs." Climb back up the ladder and exit the house.

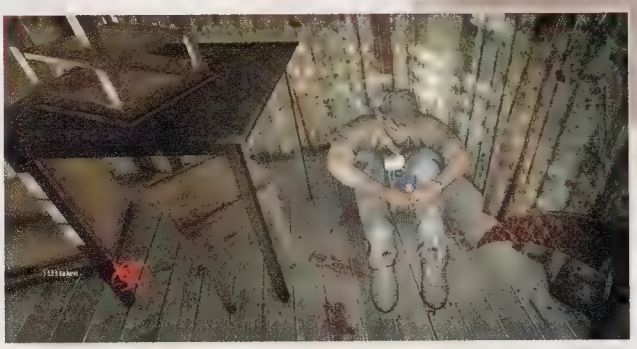
Find Tyler and the Treehouse Nearby

If you talked to Maggie back in Halai and activated "Safe Haven," that sidequest's first destination—the treehouse camp—is directly across the narrow strand of water to the east from the drug dealer's house.

Also, look for a survivor named Tyler trapped on the high dock by Kingston's Shack just north of the drug dealer's house.

POSTCARD FROM PALANAI #4

This postcard is located on a folded mattress on top of a treehouse-like platform at Breri Outpost. This platform is adjacent to Peter Spicer's Shack (Dead Zone). Climb the thick, leaning tree trunk to reach the platform. Watch out for the Walker asleep on the platform.



GENRE: HORROR SLASHER

RECOVER EQUIPMENT FROM FILM SET

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	LIGHT BRASS KNUCKLES
QUEST GIVER:	DAVE

OBJECTIVES

- Talk to Dave.
- Go to the abandoned movie set.
- Find camera and battery for Dave.
- Kill the film crew.
- Talk to Dave again.

Talk to Dave

Find Dave stranded on the roof of a trailer **(1)** in Mataka Village. Climb up and talk to him. He introduces himself as a filmmaker who was shooting a horror movie when real zombies attacked. His crew is still at the set, and he left his camera during his escape too. He asks if you can find the crew, camera, and battery.

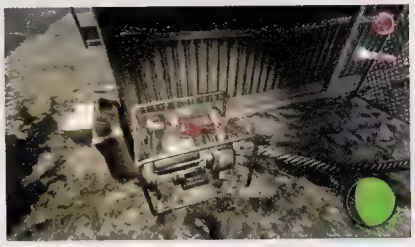
Go to the abandoned movie set

The "Abandoned Movie Set" destination appears on your map to the south. Head down through Mataka Village and follow the trail **(2)** running south toward the main road. Look on the road's left side for the structure with the Dead Zone sign **(3)** and approach the door.

Find the camera for Dave

The building's first room is dark, so activate your flashlight. Up ahead, through an open doorway, some purplish electrical discharge from a power cable is visible. If you try to get past the cable you take severe damage, and the double doors beyond are jammed. Turn left down the small exit corridor instead.

The door at the corridor's end exits into the yard. Move down the alley to find the generator feeding the broken cable. Approach and hold the button indicated onscreen to turn off the power. Now you can retrace your route back into the first building. Before you go, however, you might want to grab the Spiteful Chainsaw further down the alley. Nothing kills zombies quite like a chainsaw.



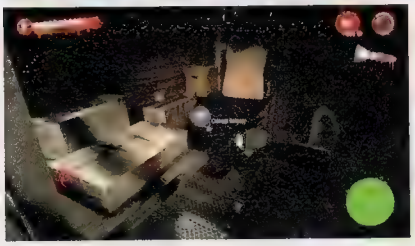
Return to the jammed double doors. Now that the power is off, you can force the doors open without suffering lethal shock. This leads into a dark room set up for a shoot. Use your flashlight to see, and find the camera on a tripod next to the fan. Grab it and then force open the single exit door.

Kill the film crew

Dave's crew is in the side yard. They're not in very good shape. Kill all six of them. Then proceed through the set props into the main yard.

Find a camera battery for Dave

Grab the camera battery from a shelf in the storage shed. A nearby workbench lets you repair your weapons, if you have the cash. Then exit the "Abandoned Movie Set." Guess it wasn't so abandoned after all.



Talk to Dave again

Follow the quest-giver icon back north along the zombie-infested trail to Mataka Village and find Dave on his trailer's roof. He certainly appreciates the equipment return. But he seems far more distraught about losing the ending of his movie than he is about losing his film crew. Grab the Brass Knuckles reward he offers.

Note that you can meet Dave again later on a rooftop in Halai Village for a new sidequest, "On the Set."

ON THE SET

HELP DAVE FINISH HIS MOVIE

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

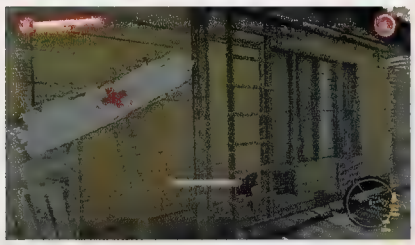
QUEST GIVER: DAVE

OBJECTIVES

- Talk to Dave.
- Kill the Thug.
- Talk to Dave again.

Talk to Dave

After completing the "Genre: Horror Slasher" sidequest, your filmmaker buddy Dave relocates to Halai Village to salvage the ruined ending of his movie. From the Halai survivors' compound **(1)**, head a short distance south, following the quest-giver icon to a town building **(2)**. Climb the ladder next to the Red Cross arrow sign (see our shot).



Dave waits on the roof with his camera set up. Approach him and press the "Help Dave finish his movie" button indicated onscreen. He wants to reshoot the climax of his film. If you can lure and kill a Thug for him, he'll film it and make you a star.

Kill the Thug

A red skull icon appears on your minimap, marking the Thug's location just below. Jump down from the roof onto the other zombie snooping nearby and approach the enclosure where the Thug is caged. Get your weapons ready, and then unlock the gate and let the Thug step onto the white "X" marked on the walkway. Start nailing him with attacks, keeping your distance from the brutal melee puncher. Attack until the Thug drops. That's a wrap!

Talk to Dave again

Hop over the barricade and climb the ladder to Dave on the roof. He gives you a nice cash reward and says he'll have his people call your people when he's back in Hollywood.

ALTERNATIVE MEDICINE

FIND MEDICINAL INGREDIENTS

QUEST RANKINGS

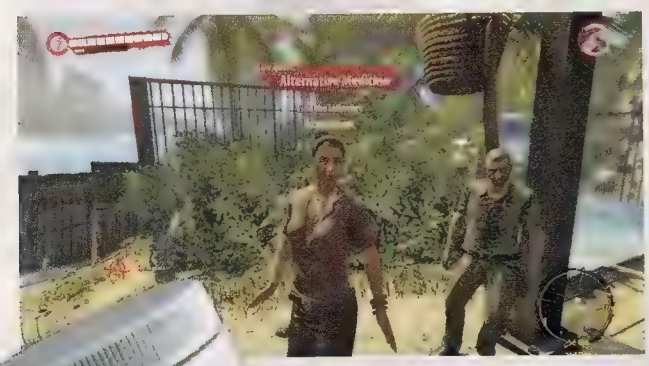
DIFFICULTY:	
XP:	
REWARD:	6 LARGE MEDKITS
QUEST GIVER:	DR. JANE HANSON

OBJECTIVES

- Talk to Dr. Jane Hanson.
- Find the infirmary.
- Find a way inside the infirmary.
- Look for Dr. Jane's medical book.
- Talk to Dr. Jane again.
- Look for medicinal mushrooms.
- Go back to Dr. Jane and take the reward.

Find the infirmary

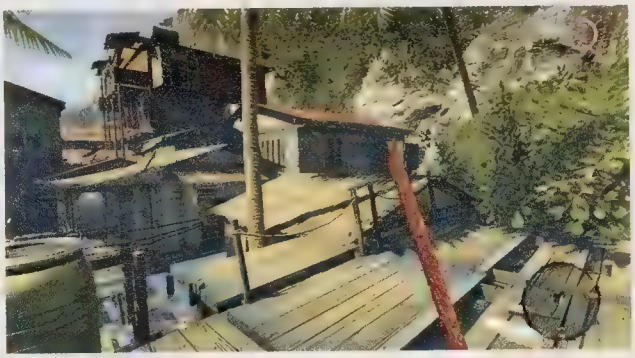
A green search area appears over the infirmary on the map **(4)**. After arriving at the area, you discover that the structure is on an upper level. Back at the camp, Dr. Hanson mentioned it might be hard getting inside. Indeed, there are no stairs or ladders providing direct access to the infirmary's balcony! So the new objective is to find a clever way to get up there.



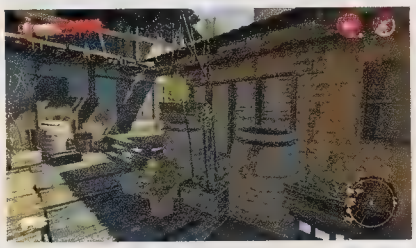
Find a way inside the infirmary

We found two ways to get to the infirmary level:

Find **(2)** on our map. At that location, hop over a rope railing and start moving across the rooftops until you reach an awning where it's possible to jump across to the infirmary level.



The other way is even simpler. Find the barrels and planters against the shack at **(3)**. Hop from the low planter onto the barrel on the right. Then hop onto the planter stacked atop the other barrel. From there, jump onto the roof. (It might take a few tries, but you'll get up there eventually.) Turn right and move across the rooftop to the blue infirmary building **(4)**.



Look for Dr. Jane's medical book

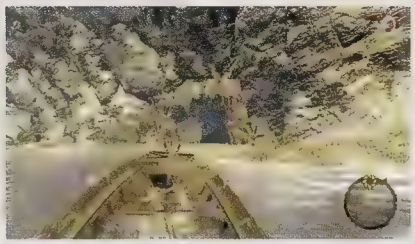
Find the infirmary door and force it open, but pull back immediately. Inside, a Suicider is ready to explode. Back out of the doorway and throw a weapon at him from a safe distance. The detonation helps take out the other Walkers inside the room too. When the room is secure, find the medical book on the table inside.

Talk to Dr. Jane

Exit the infirmary and travel all the way back to the Halai survivors' camp. Find Dr. Hanson **(1)** to deliver the medical book. In order to make Medkits, she also needs a special mushroom that only grows in caves. Finding three samples is your next objective.

Look for medicinal mushrooms

Your next destination is Lonely Cave **(5)**, just to the north of Marik's Marina. Use Fast Travel to jump from the Halai compound to Marik's Marina. Then wade or boat across the water to the cave entrance and go inside.



This is a tough cave. A number of "Drugged Infected" monsters lurk here, eating the mushrooms to restore health. If you have any ranged weapon, pick up the red gas canister near the entrance, hurl it toward the clustered monsters, and shoot to detonate it. Take out any other monsters that attack.

Pick the first patch of greenish glowing mushrooms on the cave's left side, not far from the entrance. Proceed deeper into the cave and eliminate any other undead. Then pluck the other two patches of the eerily glowing fungi. When you've gathered three bunches, your quest updates to a new objective.

Go back to Dr. Jane and take the reward

Return to Halai and deliver the mushrooms to Dr. Jane. Wait a few seconds while she whips up a Large Medkit as a reward. Then press the button indicated to take it. Remember to deliver any acquired painkillers to Houston as well

ANTIDOTE

FIND ANTIBIOTICS IN THE TOWN

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: HEAVY WRENCH

QUEST GIVER: ROSE

OBJECTIVES

- Talk to Rose.
- Go to the Dead Zone.
- Look for medicine in the Dead Zone.
- Go back to Rose.

Talk to Rose

Once access is gained to the Halai survivors' compound after completing the "Saving Holy Man" main quest, find Rose **(1)** lying on a mattress on the main warehouse's upper level. The poor girl is suffering terrible stomach pains and needs medicine. She wants you to check out an overrun medical station in town.

Kitty Rescue

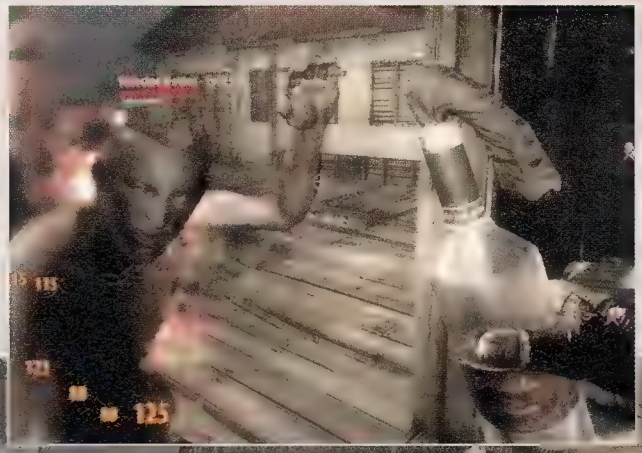
On the way to the Dead Zone for Rose, look and listen for a woman named Kitty who is trapped on a high tower by a zombie pack **(2)**. (See the "Rescue Kitty" quest covered later in this chapter.)

Go to the Dead Zone

The medical station (3) appears on your map at the southeastern tip of Halai Village. Exit the survivors' compound and start moving south and then east toward your destination, which is marked as an area transition called the Ocean View Bungalows. The structure is on stilts over the water between two island outcroppings, connected to the rest of the town by a wooden walkway. Reach the door and enter the Ocean View Bungalows.

Look for medicine in the Dead Zone

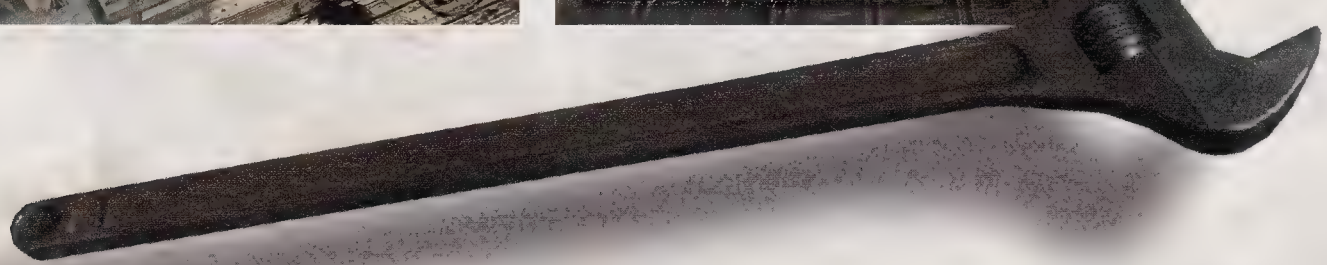
You start inside a bungalow with a workbench. Outside the far doors, other raised bungalows are built around a water-filled central courtyard crowded with undead. A number of "Infected Doctors" roam this Dead Zone, and one carries a bottle of antidote. Be sure to search each one as he falls. As in other Dead Zones, a good tactic is to toss explosives or Molotovs through the doorway into the courtyard to reduce enemy numbers. Then unleash your Fury on any remaining foes.



If you haven't cleared the Ocean View Bungalows before, you face a brutal boss named Eduardo "Quickdeath" Petoia. You don't have to kill him in order to acquire antidote from an infected doctor. If Quickdeath is too tough for you now, exit the Dead Zone as soon as you score the antidote sample. You can come back to meet the boss later when you're stronger.

Go back to Rose

After finding antidote on a fallen Infected Doctor, return to Rose in the Halai survivors' compound. Talk to her to deliver the medicine, and then pick up the powerful Heavy Wrench she offers as reward.



RESCUE QUESTS: RESCUE KITTY

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: KITTY

OBJECTIVES

- Help Kitty.
- Talk to Kitty.

Help Kitty

While moving across the wooden walkway toward the Ocean View Bungalows **(2)** in Halai Village's southeast corner, look for a woman named Kitty trapped on the high tower platform **(1)**.

Be careful on this rescue. A Suicider has staked out a spot at the tower ladder's bottom behind the blue water tank. Detonate him from afar with your Nail Gun or with thrown weapons, and then climb to Kitty's platform. Two more monsters menace her from a lower walkway, so eliminate them too.

Talk to Kitty

When the area is secure, talk to Kitty. She's somewhat disappointed with her friends' advice, but grateful to be alive. She hands you a cash reward and an XP boost is gained.

RESCUE TYLER

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

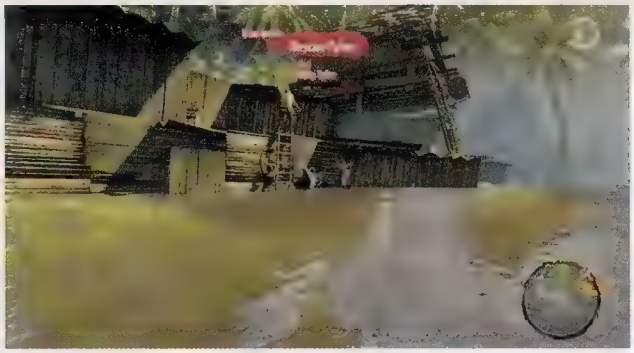
QUEST GIVER: TYLER

OBJECTIVES

- Help Tyler.
- Talk to Tyler.

Help Tyler

When you're up in the northern part of the island looking for Maggie's friends in "Safe Haven" or Bruce's drug dealer in "White Line," wander a bit further north to Kingston's Shack. You can find poor Tyler **(1)** here, bedeviled by mouth-breathers. Boat over to the dock where he's stranded and run over the zombies until all are eliminated.

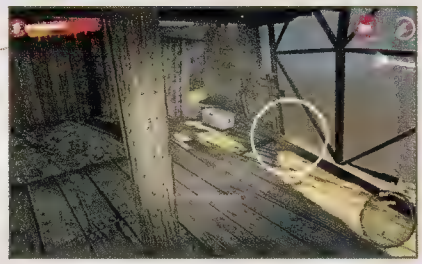


Talk to Tyler

Climb the dock ladder and talk to Tyler. He gives you thanks and cash. Go ahead and borrow his workbench to repair weapons. Before leaving the area, you might want to take a crack at a boss named Olivier "Deathbone" Wenge in his nearby Dead Zone hideout **(2)**.

ANGELA GUERRA RECORDING PART 2

This little recording is easy to miss. It's located on the edge of Kingston's Shack's ledge near where Tyler stands in "Rescue Tyler." Tyler stands near the workbench, and the recording is on the platform behind him under the shack. Walk toward the weapon chest and find the recording on the platform's outer edge to the chest's right.



RESCUE MUGAMBE

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: MUGAMBE

OBJECTIVES

- Help Mugambe.
- Talk to Mugambe.

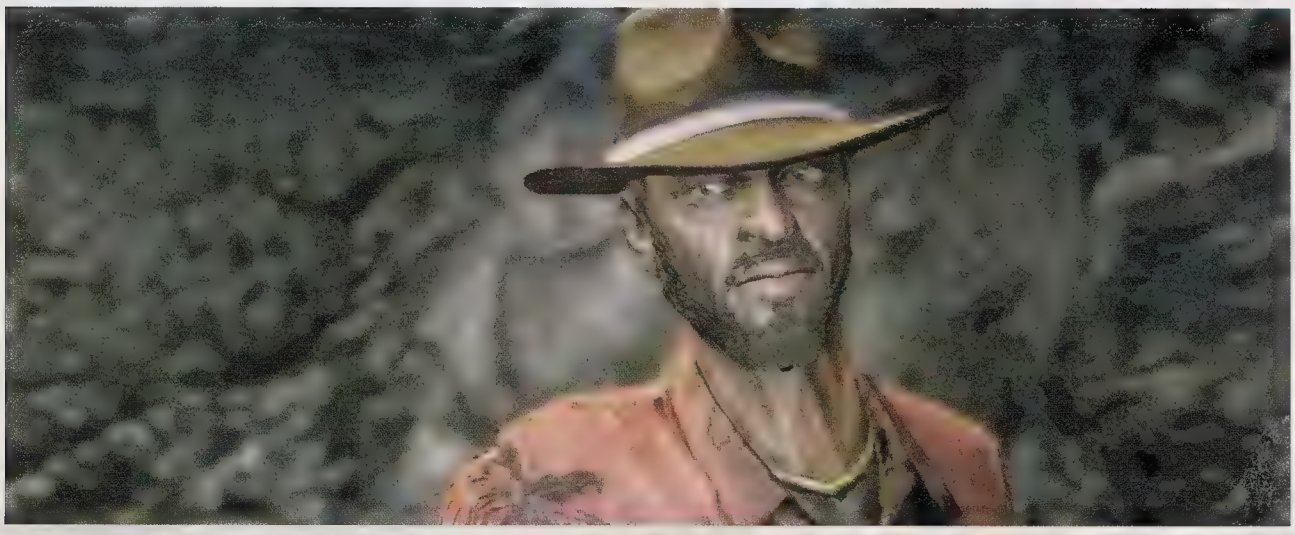
Help Mugambe

If you travel the main road north of Halai Village, watch and listen for a man named Mugambe trapped atop his trailer **(1)** by a zombie pack that includes a powerful Thug. (The spot is directly across the road from the Zimakani Rest area, with its picnic platform overlooking scenic waterfalls.)

If you're driving past, make a few ramming passes to run over the creatures threatening the peaceful camper. If you're on foot, unleash your Fury on the pack, starting with the ugly Thug.

Talk to Mugambe

After the fight, Mugambe thanks you and says he must find his missing family. He gives you a very nice cash reward for your effort.



CHAPTER 4: "SCIENCE NEWS DAILY

AMAZING INDIGINOUS LIFE

This chapter sends you into the BioSphere Lab to meet Dr. Kessler in a further attempt to find a way to Henderson. Although Marcus Villa's mad scheme failed, you owe him a little payback. A new sidequest, "Stop the Madness," appears in your Quests list. You might want to tie up loose ends with the "holy man" before continuing the main story. (Check our walkthrough for "Stop the Madness" later in this chapter.)

MAIN QUESTS: WAY OF SCIENCE

EXPLORE THE BIOSPHERE AND FIND DR. KESSLER

QUEST RANKINGS

DIFFICULTY:	💀💀💀💀💀
XP:	★★★★★
REWARD:	HARPOON
QUEST GIVER:	HARLOW

OBJECTIVES

- ☐ Talk to Harlow.
- ☐ Go to the BioSphere Lab.
- ☐ Enter the compound.
- ☐ Go into the dome.
- ☐ Use the intercom.

4
2
3

Talk to Harlow

After the quest-ending cutscene of "The Ritual," you end up in the Halai survivors' compound. Find Harlow **(1)** and talk to her. She tells you that Dr. Kessler is a tad eccentric, but she considers him to be a fine scientist and "a good man." His groundbreaking work on virus mutations for the World Health Organization (WHO) is likely to be a key to stopping this plague. And there's a good chance he's familiar with the tunnels you need to access.

If you haven't done so already, spend some time exploring the compound. Loot luggage, baskets, and weapon crates, grabbing anything not nailed down. Optimize your weapon inventory at the workbench on the warehouse ground floor. Buy Medkits from Dr. Jane. Check to see if you have the items to complete any Team Quests or the continuous event quests with Houston or Chimamanda.

Stop the Madness Now

As mentioned in the chapter introduction, this is a good place to use Fast Travel to return to Mataka Village and settle up with Marcus Villa. See the "Stop the Madness" sidequest covered later in this chapter.

Go to the BioSphere Lab

Enter the compound

Exit Halai Village, find a car on the main road, and drive north to the BioSphere Lab exterior gate **(2)**. Hop out and approach the gate. Open the gate to trigger an area transition. The BioSphere interior loads.

Go to the dome

Follow the dirt road past the trail **(3)** and the high-voltage power box on the left. Climb the stairs to reach the entry door **(4)** of the massive dome structure. (Note that a Fast Travel map is on the wall down behind you.) A security camera is above the door, and an intercom is just to the right of the door.

Surplus Bunker

If you've already completed "Proximity" and started "Surplus" for Miya, the side trail **(3)** on the BioSphere Lab grounds leads down to the bunker for that sidequest. We don't cover those quests until Chapter 5.

Use the intercom

Approach the intercom and press the button indicated to use it. After a quick exchange with Dr. Kessler, he relents and unlocks the door. This ends "Way of Science."

DR. KESSLER

HELP DR. KESSLER WITH HIS RESEARCH

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: TASER

QUEST GIVER: DR. KESSLER

OBJECTIVES

- Talk to Dr. Kessler.
- Recover reagents from mutated scientists.
- Bring reagents to Dr. Kessler.
- Use blood sampling machine.
- Talk to Dr. Kessler again.

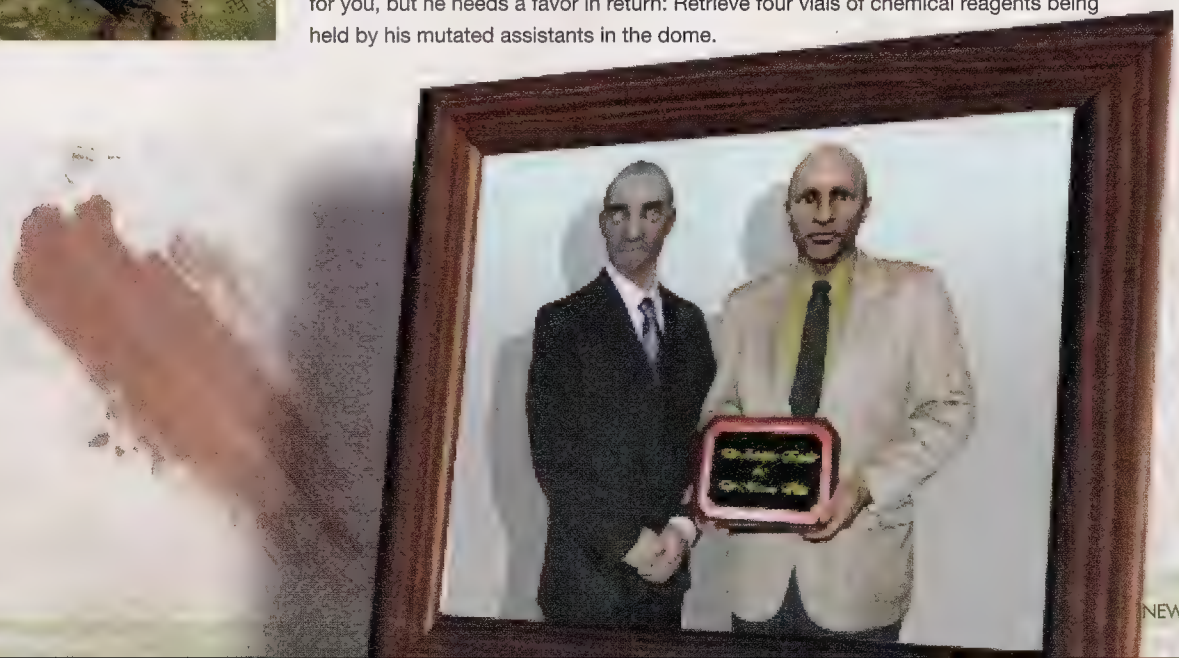
Talk to Dr. Kessler

Proceed from the BioSphere Labs entry lobby through the double doors and move across the lab toward Dr. Kessler **(1)**. A quick cutscene plays: a scientist in a hazmat suit appears to have suffered a grisly accident in the lab's dome.

JOHN MORGAN'S DIARY PART 5

This diary is located on Dr. Kessler's computer desk inside his BioSphere Lab. The lab is accessible during "Way of Science."

Approach Kessler and talk to him. At first the scientist is irked by your questions about the Japanese war tunnels: "I'm a scientist, not a tour guide." But when he learns about your character's immunity to the plague, he changes his tune quickly. Kessler has a useful map for you, but he needs a favor in return: Retrieve four vials of chemical reagents being held by his mutated assistants in the dome.



SECRET FILES PART 4

This file is inside the BioSphere Lab, which is accessible during "Way of Science." The Secret File is located i n the narrow office adjacent to Dr. Kessler's lab. Look for it in an overturned cardboard box on the floor near the desk.

Recover four reagent samples from the mutated scientists

Exit via the decontamination shower corridor **(2)** into the BioSphere dome. Note that quite a few mutated scientists roam (or lie dead) in the dome. But only four of them—the ones labeled "Grenadiers" in bright yellow hazmat suits—actually carry samples of the reagent. Their locations are marked as skull icons on your minimap.

Flesh Bombs

Grenadiers tear off chunks of their own toxic flesh and hurl them at you. Stay in cover until you're ready to fight, and then be ready to dodge their flesh bombs.

The dome features a maze of connected catwalks. From the doorway, one Grenadier is visible on the raised catwalk across from you, out of range. Here's a little shortcut: Instead of taking the stairs to the left, turn right from the doorway and hop over the railing, dropping down to ground level. (Two mutated scientists are on the platform above as you jump the railing.) Head directly for the red ladder **(3)** behind the crates in the back right corner and climb up.

Flame Retardant Science

The "Mutated Scientists" wear hazmat suits that make them largely impervious to fire. Don't waste Molotovs on them! However, the four Grenadiers are susceptible to flames.

Get the first reagent sample

At the top of the ladder, nail the pair of mutated scientists just across the platform behind the big fern plant. Another one is behind you on the concrete ledge, but he has no ranged attack, so just ignore the unfortunate fellow.

Climb the tall staircase to another platform where mutated scientists shuffle toward you. Eviscerate them, and then look for the yellow-clad Grenadier at the top of the next short staircase **(4)**. Target him from afar with a ranged or thrown weapon. Strike before he can start hurling hunks of his poisoned flesh!

When he falls, search his corpse to find the "Samples for Dr. Kessler's blood test." Grab these reagents. You now have one of the four quest items.

Get the second reagent sample

Climb the short staircase to a small platform where you attract the aggressive attention of two more mutated scientists. Mow them down. Then head downstairs to a large platform where a power transformer spits out sparks. Approach the far gate and pull the handle **(5)** to open it. (It takes a few seconds to open.)

Another Grenadier **(6)** is posted on the next platform. Again, keep cover between you and the monster until you're ready to fling a nice, sharp weapon at him. Kill him and pluck the reagent from his festering corpse. Two down, two to go!

Get the third and fourth reagent samples

Move to the next descending staircase. Below, a big fern plant **(7)** sprouts in the middle of the platform, which has staircase exits to two lower platforms. More mutated scientists charge at you here. They go down easily, but watch out for two yellow-clad Grenadiers, one on each of the two lower platforms **(8,9)**. They nail you with corrosive flesh bombs as you tangle with the scientists.

Once the middle platform is clear, descend to each of the two lower platforms to eliminate the Grenadiers and collect their reagents. Grab the last sample and receive a new objective.

Bring the reagents back to Dr. Kessler

Drop down to ground level and follow the minimap destination icon back to the lab via the decontamination corridor **(2)**. (Watch out for a stray mutated scientist or two roaming the grounds in the dome.) Approach Dr. Kessler **(1)** to give him the reagent samples.

Use blood sampling machine

Now Kessler wants to run some tests. Before you can get the map, you must give Kessler a sample of your immune blood. Turn left, approach the sampling machine, and hold down the button shown onscreen. Afterward, the doctor tests the samples and reports some astonishing results.

Talk to Dr. Kessler

Talk to Kessler again to learn that although you're resistant to the virus, your immunity hasn't completely killed it off. He warns you to be wary of chemical leaks in the old Japanese war tunnels that could trigger a bad reaction. Then he gives you the tunnel map. An entrance can be found at the old Jesuit mission.

This completes "Dr. Kessler" and Chapter 4. As you automatically report to Harlow via radio, Chapter 5 and the next quest automatically begin.

Trigger the "History Lesson" sidequest

After finishing "Dr. Kessler" and taking the Taser that he offers as reward, talk to Dr. Kessler again to pick up a new sidequest. Although you can activate "History Lesson" here in Chapter 4, it can't be completed until you access the tunnels in Chapter 6. Thus, we've placed the walkthrough for the "History Lesson" sidequest in that chapter.

SIDEQUEST: STOP THE MADNESS

FIND AND STOP MARCUS VILLA

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: N/A

OBJECTIVES

- Find Marcus Villa.
- Kill Marcus Villa.

Find Marcus Villa

This quest is quick and simple. After successfully defending Paradise Survival Camp to complete the "Ritual" main quest, you end up in your team's new safe compound in Halai Village. "Stop the Madness" soon appears automatically in your active Quest list—no quest giver necessary. Go to the Fast Travel map on the warehouse wall **(1)** and use it to transport to Mataka Village.

Kill Marcus Villa

You arrive inside Marcus Villa's hut **(2)**, where he waits for you. Kill Marcus immediately. Done!

CHAPTER 5: "THE MISSION"

REAL JESUIT MISSION

A Japanese-built tunnel system seems to offer a possible route to Henderson. Dr. Kessler has given you the map and the location of an entrance at the old Jesuit mission. In this chapter, you must find the ruins in the jungle and clear out the riffraff; find a way to pump out floodwaters from the tunnels; and then mount a desperate defense against a ravenous stream of undead.

MAIN QUESTS: HOUSE OF GOD

FIND AND CLEAR THE MISSION

QUEST RANKINGS

DIFFICULTY:	☠☠☠☠☠
XP:	★★★★★
CASH:	★★★★★
QUEST GIVER:	HARLOW

OBJECTIVES

- Go back to jungle.
- Find the Santa Maria Mission
- Clear the mission building.

Go back to the jungle

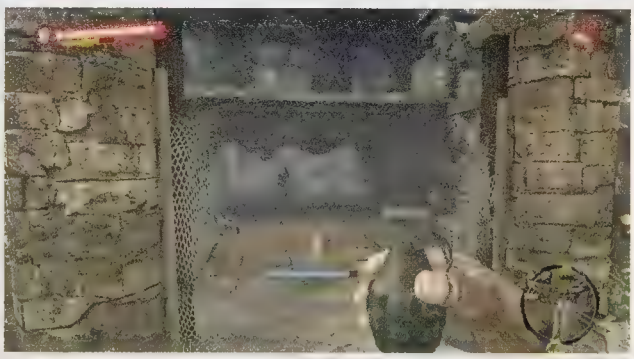
After completing the "Dr. Kessler" main quest, your character automatically contacts Harlow to report the results from Kessler's lab and tell her you're now searching for the entrance to the tunnels. Exit the BioSphere Labs building and go downstairs to the Fast Travel map. Use it to jump to Mataka Village **(1)**.

Find the Santa Maria Mission

Exit Villa's house. Then head south across the water and through Mataka Village. Follow the main trail south and take the spur that branches to the right, running underneath a rock arch **(2)**. This short trail leads to a crumbling perimeter wall. Move along the wall until the ruins of the old mission are visible to your left **(3)** and you get a new objective.

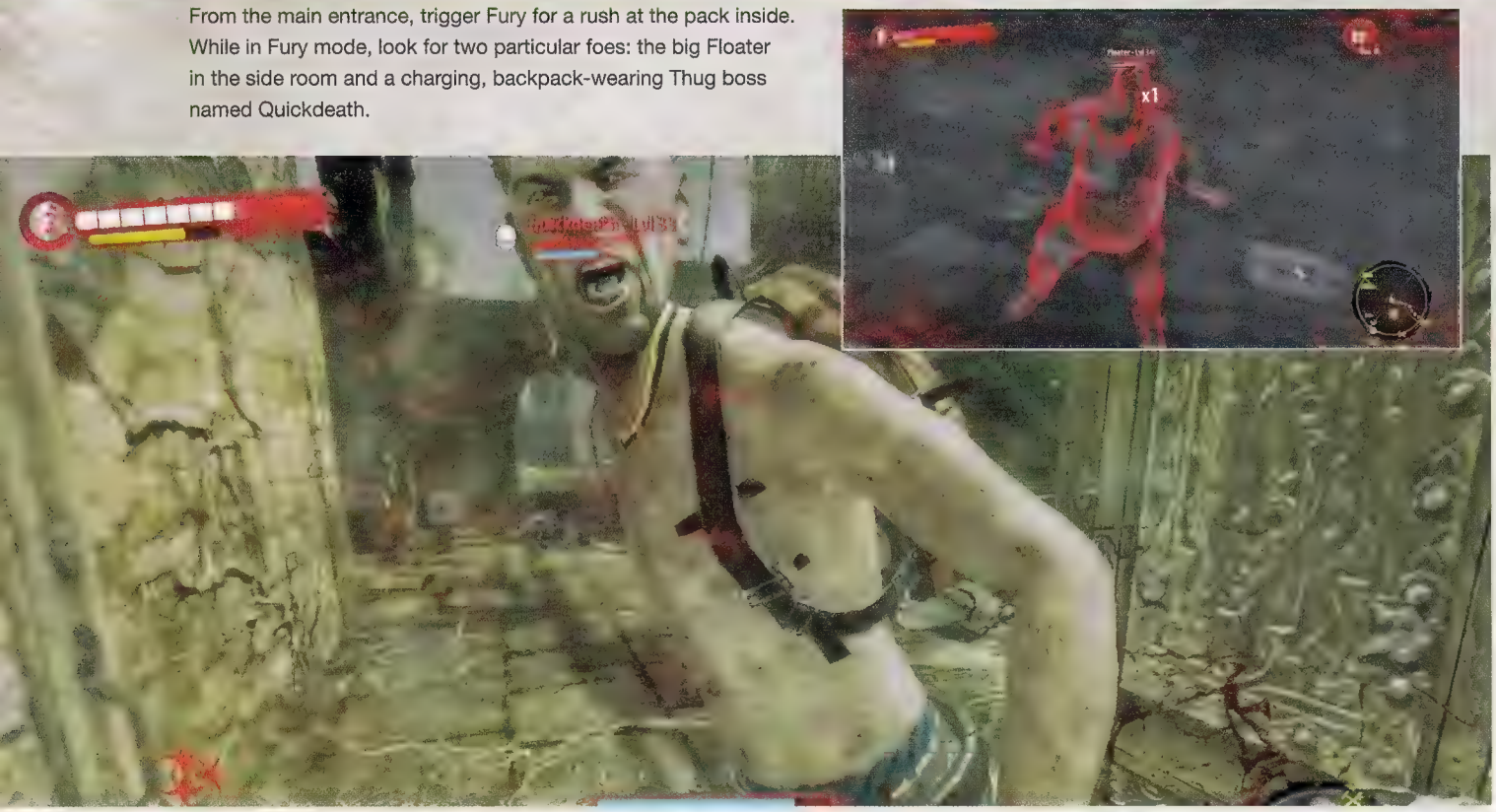
Clear the mission building

The place is overrun with zombies. Watch out for Drowners popping up from the water as you approach! After fighting through the first few foes near the entrance, we suggest you stay outside at first. Move around the building from entrance to entrance, tossing grenades, bombs, and Molotovs into the structure at clusters of undead inside.

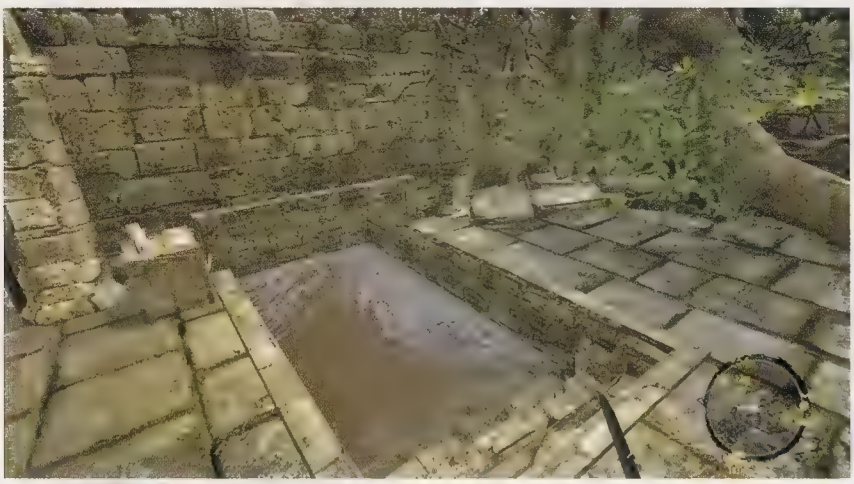


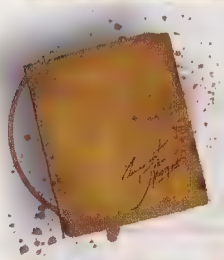
Climb the mission's rear ramp and clear the upstairs area. Then rain death down from the upper level onto the Walkers on the main floor. You can also toss down red gas canisters and shoot them for explosive effect.

From the main entrance, trigger Fury for a rush at the pack inside. While in Fury mode, look for two particular foes: the big Floater in the side room and a charging, backpack-wearing Thug boss named Quickdeath.



After finally clearing out the monstrous horde inside the mission, take some time to explore the rooms and collect all pickup items and weapons. Then go into the back room on the main floor to find stairs leading down to a flooded crypt. (Also note the Fast Travel map on the wall.) Your character reports back to Hardy via radio.





JOHN MORGAN'S DIARY PART 4

This diary is located on the second level, north-facing balcony of the Santa Maria Mission. Find the diary on a wooden crate against the wall dividing the two north-facing balconies.

Stock Up on Flares!

You don't need flares right now, but they are indispensable later when navigating the tunnels. Be sure to scoop up every flare you find.

Watch the cutscene

The team boards a boat and shoves off for Santa Maria Mission to join you. In the process, though, poor Wayne is bitten by a lurking Walker...

PUMP ACTION

FIND A WATER PUMP

QUEST RANKINGS

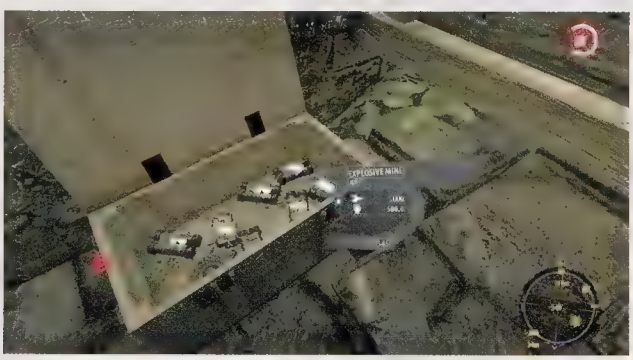
DIFFICULTY:	
XP:	
REWARD:	SCOTTISH DIRK
QUEST GIVER:	TREVOR ROGERS

OBJECTIVES

- Talk to Trevor.
- Find a water pump.
- Look for a way into the warehouse.
- Bring the pump back to the mission.

Talk to Trevor

This quest automatically activates after the cutscene. Approach Trevor at the flooded staircase and talk to him **(1)**. He needs a pump from a nearby workroom to clear the water from the tunnels. Before leaving, check the two crates in the mission for mine pickups. One crate is downstairs next to the workbench; the other is upstairs on the balcony overlooking the front entrances. If you grab the mines now, the crates get refilled later, so you can really stock up. Mines are invaluable to base defense.



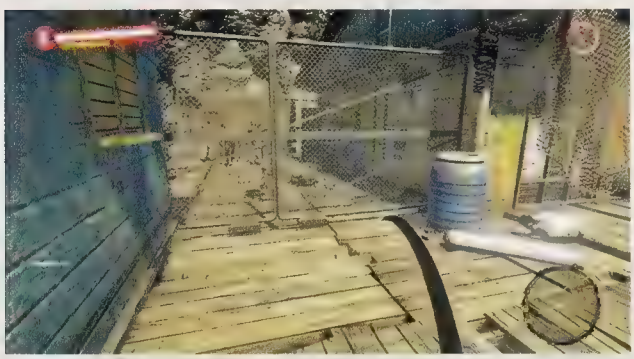
Fence Now

Before leaving to find a pump, grab the rolls of fencing and block off the various exits from the mission—except, of course, for one front gate so you can come and go. Also, if you haven't completed the "Electrifying" sidequest for Zoey yet, do so now. It lets her electrify the fences.

Find a water pump

Find the Fast Travel map in the mission's back room (near the flooded staircase) and use it to transport to Marik's Marina **(2)**. Walk to the north end of the marina, clear the area of foes, and then wade or boat across the water to Jimmy's Workshop **(3)**. Watch out for Drowners and a big Floater in the water, plus a pair of Suiciders up on the walkway.

The workshop's yard is completely fenced in, so you must find a way to enter via the rooftops. Make sure there's a boat at the dock of Jimmy's Workshop; you need it to transport the pump back to the Santa Maria Mission.

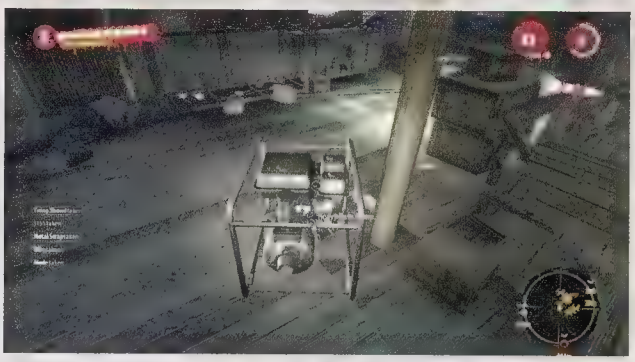


Look for a way into the warehouse

Climb the ramp from the dock, turn right, and fight to the end of the walkway. Turn left at the corner to see two gaps in the walkway. Try to jump across both gaps. (If you miss and fall to the water below, just find the ladder that runs up to the far end of the platform.) Turn the next corner and walk carefully across the angled pair of planks. Then climb the ladder to the roof.

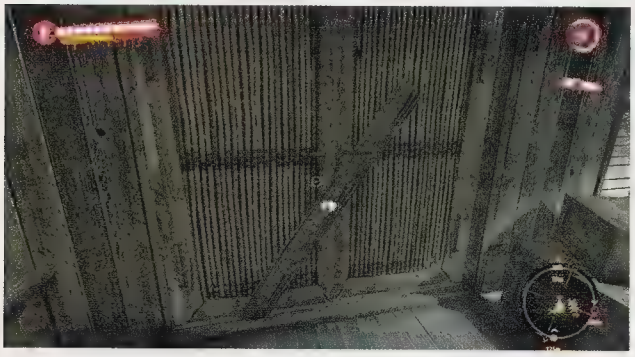
Move across the rooftops to the right. At the far end of the roof, look down to see monsters congregating in the workshop yard. Use a ranged weapon to target the two explosive barrels in the yard (one on either end) to give yourself an advantage before dropping down. Then toss down a couple of Molotovs or grenades to take out zombies (including a dangerous Thug) that survive the first two blasts.

Once the yard looks safe, drop down and approach the warehouse door. Inside, watch out for more zombies, including a Suicider posted just to the right. Clear the workshop, and then plunder it. Find a big "Heavy Duty Pump" sitting on the floor.

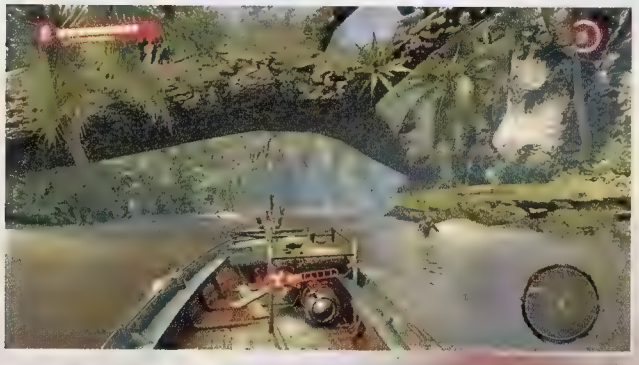


Bring the pump back to the mission

Before grabbing the pump, use one of the workbenches to fix up your weapons. Then go to the front doors and remove the piece of wood blocking the entrance. Push open the doors, carry the pump outside, and load it into the bow of a boat at the dock. Just approach the bow while carrying the pump; when the action icon appears onscreen, press the button indicated.



It's a long boat ride back to Santa Maria Mission via the inland waterways, but you can keep things lively (and build up lots of XP) by using Speed Boost to splatter dozens of monsters wading en route. Use our map or the in-game map to plot your route across the lagoon. Note that you can boat through Mataka Village and veer left. On the overhead map that waterway looks blocked, but there's an open passage under a fallen tree **(4)** that you can navigate through cleanly.



Once Santa Maria Mission is reached, hop out of the boat and clear the area of any zombies. Then grab the pump from the boat and carry it into the ruined building's back room. Set the pump down in the designated spot next to Trevor to complete the quest.

CHANGE OF PLANS

PREPARE THE HUB

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: N/A

OBJECTIVES

- Talk to Trevor.
- Kill all the monsters.

Prepare the hub

Before talking to Trevor, spend some time fortifying the Santa Maria Mission and fixing up your weapons at the workbench. And if you haven't done so already, now is *definitely* the time to complete the "Electrifying" and "Mines Go Boom" sidequests so Zoey can electrify the defensive barriers and give you another 10 explosive mines.

Grab more mines from the crates upstairs (on the front balcony) and downstairs (next to the workbench). Plant the mines *outside* the entrances. This way you can eliminate attackers before they start clawing at the fences. When the entrances are fully mined, make sure defensive fencing has been deployed over every entrance—three openings downstairs, and two openings upstairs. Plenty of rolled up fencing is available.

Don't Sweat Friendly Fire: Part 2

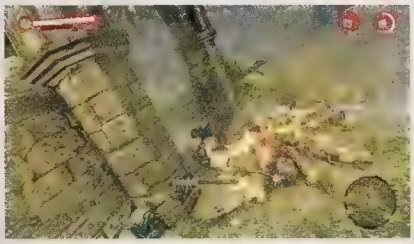
Don't worry about your teammates detonating mines or being near mines detonated by monsters. As with your regular attacks, mine explosions inflict no damage on your allies. Detonated mines will hurt *you*, however. So keep away from mined areas when enemies approach them!

Talk to Trevor

Now you can visit Trevor. Grab the reward he offers for completing "Pump Action" (a Scottish Dirk), then talk to him. He turns on the pump, and the loud sound attracts a wave of zombie attackers.

Kill all the monsters

Repelling the first wave of undead is quite manageable, especially if you've prepped for the mission as suggested. As in every base defense quest, use your minimap to monitor where the attackers are massing (the red skull icons), and keep an eye on teammates' health icons, helping any who are in danger. If you have electrified fences and plenty of mines planted, you can weather this assault with little damage.



HEAVY EQUIPMENT

PREPARE ADDITIONAL DEFENSES IN THE MISSION

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	MAUL
QUEST GIVER:	COLONEL HARDY

OBJECTIVES

- Talk to Colonel Sam Hardy.
- Look for a crashed helicopter.
- Take the HMG back to the mission.

Talk to Colonel Sam Hardy

Colonel Hardy tells you that the pump's noise will continue to attract the infected "like a dinner bell"—and unfortunately, the pumping process will be lengthy. He wants heavy weapons to help defend the base; he thinks you'll find some at the crash site of a military helicopter just to the north. Before leaving, restock your mines at the two crates and scour the mission grounds for any other goodies.

Look for a crashed helicopter

This quest is similar to "Pump Action." As the quest name suggests, you must haul heavy equipment back to the mission via boat. Check your in-game map. There's no Fast Travel destination that puts you close to the crash site. So exit the front of the mission and commandeer a boat. Follow the waterways north to the beach **(3)** just below the site. Climb the rocks to the downed chopper **(4)** and clear the area of hostiles, including a nasty Suicider.

Megan and Miya

The route from Santa Maria Mission to the downed helicopter takes you past a woman named Megan trapped on a wooden tower **(2)**. (See "Rescue Megan" later in this chapter.) You can also meet a tough woman named Miya not far from the crash site **(5)**. She is the quest-giver for a sequence of three sidequests: "Proximity," "Surplus," and "Femme Fatale."

Take the HMG back to the mission

Two heavy machine guns (HMGs) hang on the chopper, one on each side. Remove one and carry it down to the boat; drop the gun on the ground and clear the path ahead if necessary, then pick it up and haul it again. When you reach the boat, put the HMG in the bow. Repeat with the second HMG. Both HMGs can be placed into the bow of your boat.

When you return to the mission gates **(6)**, hop out of the boat and clear the area of attackers. Then carry each of the HMGs into the mission. All four gun installation spots are upstairs: two in front overlooking the front entrances, and two above the rear entrances. (The four spots are marked as red reticules on your map.)

To install a gun: Carrying an HMG, approach one of the shadow templates until the action icon appears (a white hand), then press the button indicated to set up the gun on a tripod, ready to fire. When both guns are installed, the quest is completed. Grab the Maul reward from Colonel Hardy.

STALWART DEFENSE

STAND YOUR GROUND AGAINST THE HORDE

QUEST RANKINGS

DIFFICULTY:	☠☠☠☠☠
XP:	★★★★★
REWARD:	PISTOL
QUEST GIVER:	TREVOR ROGERS

OBJECTIVES

- Prepare the hub defenses again.
- Talk to Trevor Rogers.
- Gather up.
- Defend the mission until the tunnels are pumped out.

Prepare the hub defenses again

Repeat the process of planting mines in the areas just outside each of the five entrances. (The two crates respawn mines.) This time you can plant a few mines just inside the entrances as well; chances are good that zombies will break through the fences at some point. Replace any fences that were torn down in the first wave of attacks. Then work your weapons into top shape at the workbench.

Stock Up on Flares!

You don't need flares right now, but they are indispensable later when navigating the tunnels. Be sure to scoop up every flare you find at Santa Maria.

Talk to Trevor Rogers

When you're completely ready to fight, go talk to Trevor **(1)**. He turns on the pump and the quest starts.

Gather up

In this very brief phase, the team deploys to the base entrances to prepare for the coming onslaught. Head upstairs and approach the HMG above the right-front entrance (the one where the pump hose runs out into the water). Press the Use button indicated to take control of the big gun. Now wait a few seconds. A new objective pops up and a Water Level meter appears at the top of the screen.

Defend the Mission until water is pumped out

The Water Level meter has nine blue bars that lose color one by one as the water in the tunnels is pumped out. When the meter is empty, the water level in the tunnels is low enough that Trevor can turn off the pump and stop attracting zombie attention. In the meantime, be prepared to face three waves of undead attackers. Keep an eye on your minimap to see where each wave is approaching.

Fight off the first wave

The first wave hits the two front entrances, and a few attackers try the side entrance to the left too. Open fire with the HMG the moment you see Walkers staggering forward; it has very good range. Try to hit targets before they reach the mines and fences, but don't waste fire—each HMG has limited rounds, and each round has a lot of hitting power, so fire short bursts.

Be Frugal with HMG Fire

Each of your two HMGs has a total of 400 rounds and no more, so try not to spray fire indiscriminately. Shoot only when you have clear targets, fire in short bursts, and remember that the gun takes a couple seconds to spin up into firing mode.

The HMG has enough range to reach the other front entrance, so swivel left and nail targets over there as well. Move to the other HMG if the pressure seems greater on the left side. You can swivel that gun hard left to target any attackers banging on the side entrance.

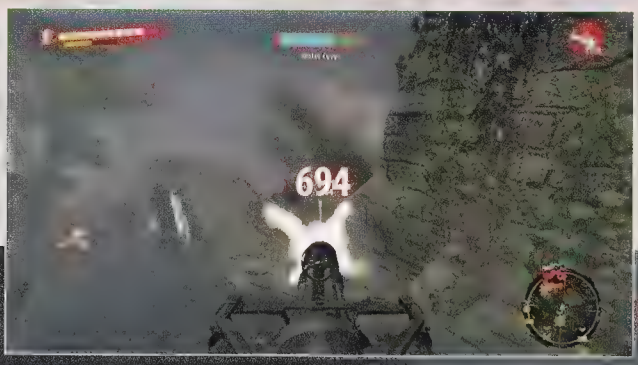
Between the HMGs, mines, electrified fences, and your teammates using ranged weapons, you can decimate the first zombie wave without losing any fences. But if you do lose a fence, try to hop downstairs and quickly put up a new one. If the entrance is clogged with zombies, this is a good time to trigger your Fury to quickly clear the area.

Fight off the second wave

When the last red skull of the first wave disappears from your minimap, there's a brief lull before the second wave hits at the back gates. (Note that the Water Level meter has dropped three bars, with six more to go.) Harlow calls out for an HMG on that side, so get upstairs, uninstall a forward-facing gun, and set it up in one of the designated spots facing the mission building's rear. Man the gun and prepare for another furious assault.

Have Their Backs

Remember, if any ally falls, you fail the quest! Monitor your team's health icons and hurry to help mates in trouble.



By now, you may be running low on HMG rounds, so shoot only when you have clear targets. If the big gun runs out of ammo, bring over the other HMG or just switch to regular weapons and jump into the fray. As always, scan for your team's health icons and help anyone running low. Chances are good that this wave of zombies will penetrate the perimeter, so your weapons may see a lot of action and take damage. Get to the workbench if necessary and repair.

When the second wave is finally terminated, there is another brief lull. The Water Level meter has dropped three more bars, so only three bars left to go!

Don't Wait to Upgrade Skills

Odds are pretty good that your character will gain enough XP to level up during this fight. If that happens, don't wait! *Immediately* go to the Skills menu and buy/boost another skill. In a wild melee like this, every little bit helps.

Fight off the third wave

Hurry! Put up new fences in open gaps first; then repair your weapons at the workbench. The third wave is merciless and hits from all directions. Soon the place is crawling with zombies, so don't hold back. Toss grenades, Molotovs, bombs, and trigger your Fury whenever your Rage meter fills up.

Rush to teammates in trouble. When the Water Level meter drops to just one blue bar, tougher enemies join the attack, including a Butcher, a Floater, and a powerful charging boss Thug named Crazed Moe. (Moe is marked as the purple skull on your minimap.) When these last few foes fall, the Water Level drops to zero and your quest is complete. This also ends Chapter 5.

SIDEQUESTS: FIRE SALE

BRING FUEL TO POWER UP PIERRE'S STORE

QUEST RANKINGS

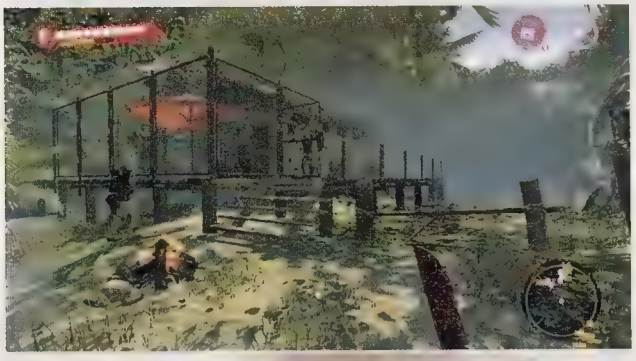
DIFFICULTY:	💀💀💀💀💀
XP:	★★★★★
REWARD:	MORNING STAR
QUEST GIVER:	PIERRE

OBJECTIVES

- ☐ Talk to Pierre.
- ☐ Fill the fuel canister.
- ☐ Try a different fuel pump.
- ☐ Go back to Pierre.
- ☐ Find cloth.
- ☐ Plug the ventilation.
- ☐ Talk to Pierre again.

Talk to Pierre

Just west of Santa Maria Mission, a man behind a fenced enclosure is menaced by a zombie pack **(1)**. He calls out, asking if you have any spare gas or fuel—an odd question for a guy taking such heat. Eliminate the undead and go talk to the fellow, whose name is Pierre. He needs fuel for his generator so he can open his shop, which he calls a "marché." It appears on your map as "Pierre's Magasin" (Pierre's Store). He asks you to fill the fuel canister sitting just behind you.



Try the nearby fuel depot

Pick up the canister and carry it to the Gas & Oil station about 109 meters away **(2)**. When you see or hear monsters en route, toss down the canister to fight. Don't lose track of where you drop it! Pick it back up and proceed when the area is clear.

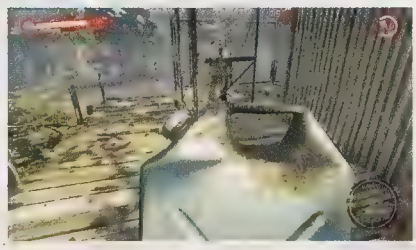
At the station, carry the canister to the lone fuel pump (a shadow-like canister template is visible at the spot) and press the button indicated onscreen to set it down. Then approach the pump and press the indicated Use button to try to fill the canister. No luck. The pump is dry.

Fill the canister at a different fuel pump

Put the canister in the back of the nearest car and drive it down the main road **(3)** all the way to the wooden entry gate at Marik's Marina. You must stop the car at the gate and carry the canister through to the fuel pump **(4)**. Eliminate the big Thug and other foes standing near the pump. Then put the canister in the designated spot and use the pump to fill it with fuel. Carry it back to the car and place it in the back.

Go back to Pierre

Drive all the way back to Pierre's Magasin **(1)**. (You can drive through the cave and up the hill directly to his place.) Exit the car, take the full fuel canister from the back, and carry it to where Pierre waits at the fence. Set the canister down in the designated spot just inside the open gate.



Talk to Pierre

Pierre takes the fuel but claims he's uninterested in your cash and closes the shop. But you can smoke him out by clogging his ventilation pipes.

Find cloth to plug Pierre's air ventilation

Three pieces of cloth are needed to stuff into the shack's vent pipes. Find a shirt on the nearby crate, shorts on the workbench around the corner, and underwear on the ground to the workbench's right.

Plug the ventilation

With all three pieces of cloth, go to the three ventilation pipes on the shack walls and plug each one. This forces Pierre out of the shack.

Talk to Pierre

Go to the gate and talk to Pierre. He says he was kidding! Enter the gate, take the Morning Star reward from Pierre, and check out his wares.

PROXIMITY

USE SIGNAL LOCATOR TO FIND AIR-DROPPED CRATES

QUEST RANKINGS

DIFFICULTY:

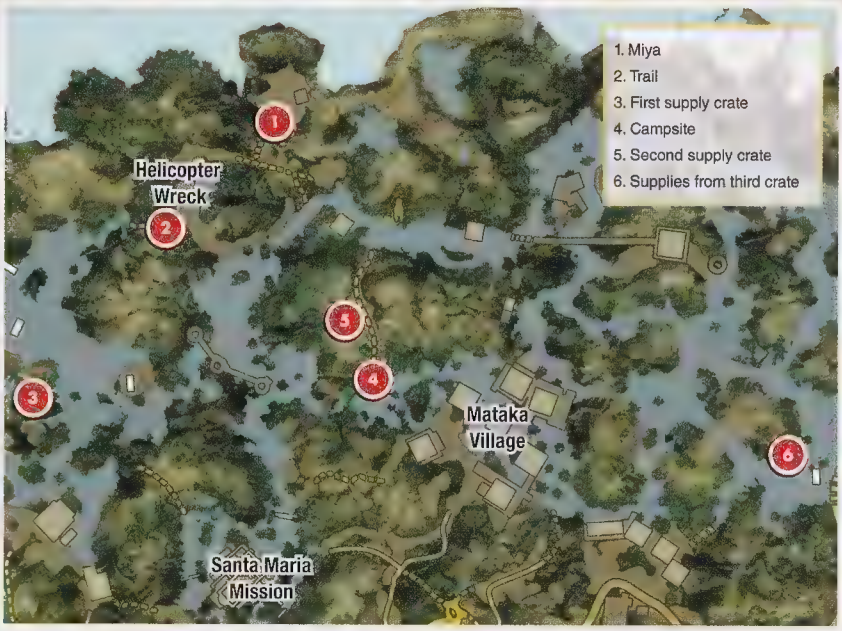
XP:

REWARD: BIG SPLITTING AXE

QUEST GIVER: MIYA

OBJECTIVES

- Talk to Miya.
- Find first crate from airdrop.
- Find second crate from airdrop.
- Find third crate from airdrop.
- Take supplies to Miya.

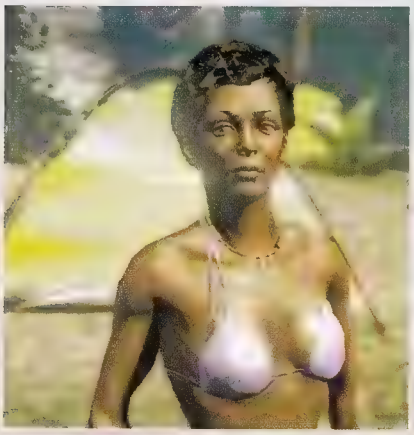


ANGELA GUERRA RECORDING PART 3

This recording is located in the back of Miya's camp in the north. Find it on a wooden bench among some luggage and a fruit crate. This area is much easier to reach when you have access to boats.

Talk to Miya

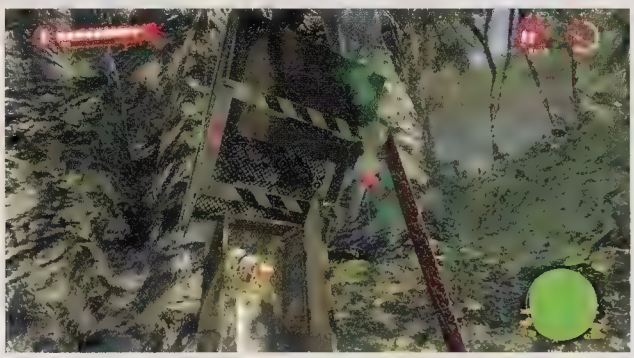
When visiting the helicopter crash site for the "Heavy Equipment" main quest, check out the path just to the north that leads through a short cave tunnel. Turn left at the fork to find a barricaded clearing where a young woman named Miya **(1)** has made camp. Talk to Miya to learn that the military airdropped some supply crates in the jungle. Each crate has a transmitter that can be tracked. She gives you a tracking device (now listed as "Locator" under Quest Items in your inventory) that activates the transmitters so you hear a beeping signal when close.



Find the first crate from the airdrop

Three green search area circles appear on your map, one for each of the three supply drops you must find. We'll start in the westernmost circle. Explore Miya's camp for pickups and then exit. If a boat is nearby, use it to reach the search area. Or you can take the small trail **(2)** due west from the helicopter wreck to a campsite. (Here you can also rescue a beleaguered survivor named Alfred trapped atop a camping trailer.) Then wade down into the green circle where a large pack of speedy Infected monsters slosh around in the shallow water.

If you have a boat, a good tactic is to plow back and forth through the zombie pack for a few passes. Once you reduce their numbers, hop out and mop up what's left. Then follow the beeping signal onshore to find the supply crate tilted against a rock wall with its parachute tangled in vines **(3)**. Grab all of the supplies (including the quest item, "Food Supplies") from the open crate.



Find the second crate from the airdrop

Now head east, preferably by boat, toward the next green search area. Take the watery passage under the fallen tree by Mataka Village and clear out a campsite **(4)** on the shore. Climb two sets of liana vines behind the campsite to reach a small trail through the jungle.

Fight down the trail past the Walkers and a Thug and listen for the beeping signal. Find the supply crate in a small hidden clearing just off the trail's left side **(5)**. Open the crate, grab all the supplies, and check out the weapon crate on the drop container too.

Find the third crate from the airdrop

Return to your boat (or just start walking), and head east through Mataka Village toward the third search area. The airdrop container is out in the open in a flooded campsite, but it's empty! Keep looking, though—the supplies are stashed atop the roof of a nearby half-sunken trailer **(6)**.

There's no ladder on this trailer, however. Climb the fallen tree trunk behind the trailer and leap across to the trailer's roof. Grab the supplies from the crate. Done!

Take supplies to Miya

Now you can make the long trek back to Miya **(1)**. Deliver the supplies and grab her reward, a nice Axe. Talk to her again to trigger another sidequest, "Surplus."

SURPLUS

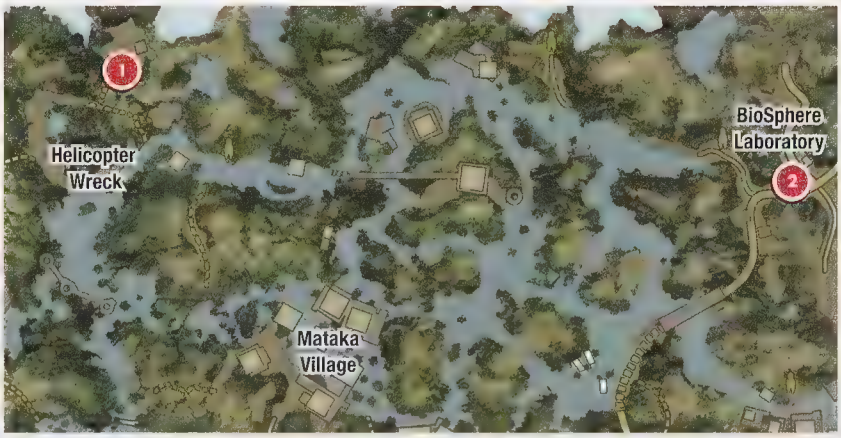
INSPECT THE ABANDONED BUNKER

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	RED HOT BLADE MOD
QUEST GIVER:	N/A

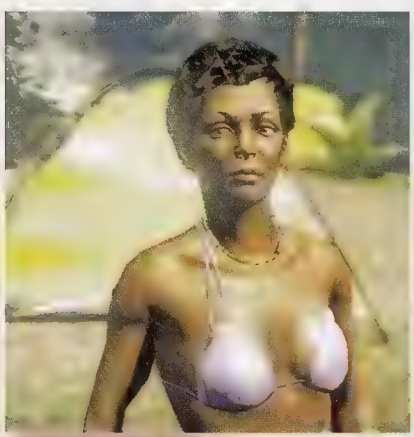
OBJECTIVES

- Talk to Miya (after completing "Proximity").
- Find abandoned bunker near the BioSphere Lab.
- Retrieve a weapon for Miya from the bunker.
- Go back to Miya.



Talk to Miya

After completing the "Proximity" sidequest for Miya **(1)** and taking the reward she offers, she suggests another task. Smugglers have abandoned equipment in an old bunker on the BioSphere Lab grounds. Miya wants you to check it out and bring her an old gun—she prefers "a Magnum or a Colt." She warns that the whole place is full of mines.

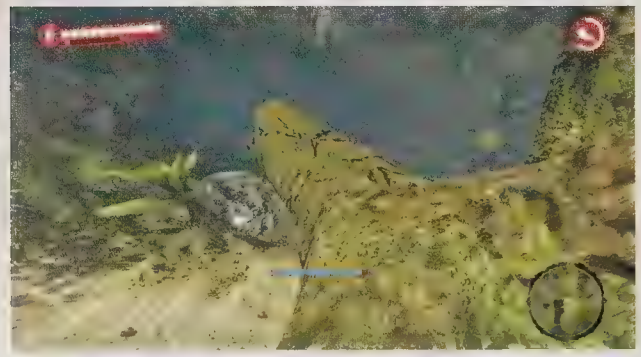


Gain access to the BioSphere laboratory

Find the abandoned bunker

Travel to the BioSphere Lab entrance gate **(2)** and enter. Take a few steps up the road and turn left down an old path that descends into a ravine. Move slowly! Mines are planted on the path not far ahead. Veer left to climb a rock ramp **(3)** and go around the first patch of mines. Then drop onto the path in the cleared middle section **(4)**.

Climb to the ravine's right-hand wall and move along it until you reach the broken tree trunk **(5)**. Use the trunk to hop over the mined path to the ravine's left side, and then scramble to the wooden platform **(6)**. Now you can drop and enter the bunker. A green search area appears on your minimap.



Retrieve a weapon for Miya from the bunker

Inside the bunker **(7)**, turn on your flashlight and find the ladder rungs in the recessed section of wall. There's a workbench in the bunker's back room, but be careful—another mine sits in there too! Climb up the ladder rungs to the bunker's upper level.

A living area with desk, table, and bed is here. Open the weapon crate near the table to find a Colt pistol for Miya. Take it and drop to the main floor to exit the bunker.

Don't forget that the old path is bristling with mines. Just outside the bunker door, turn right and use the stacked boxes to hop up to the platform. Continue to the liana ahead and climb its vines. Stick to the right-hand side to bypass the minefield and exit the ravine.

Go back to Miya

Now exit the BioSphere Lab compound gate **(2)** and return to Miya **(1)**. After delivering the Colt to her, be sure to grab the Red Hot Blade Mod that she gives as reward. Then talk to Miya again. This time she tells you she'll pay for blades. This triggers the start of a continuous event sidequest, "Femme Fatale."

FEMME FATALE (CONTINUOUS EVENT)

BRING BLADES TO MIYA

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: MIYA

OBJECTIVES

- Talk to Miya (after completing "Surplus" quest).
- Bring Miya blades.

Talk to Miya

After completing the "Surplus" sidequest and taking the reward Miya offers, talk to Miya again **(1)**. She's experimenting with blades and wants as many as you can provide.

Bring Miya blades

By this point, if you've been assiduously collecting items (and we hope you have), you should have a few blades to hand over to Miya. She pays cold hard cash for each blade, and you pick up XP for every transaction as well. Keep gathering blades during your subsequent travels and sell them to Miya whenever you're in her neighborhood.

RESCUE QUESTS: RESCUE MEGAN

QUEST RANKINGS

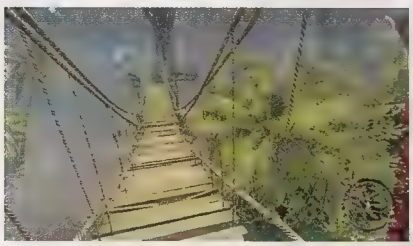
DIFFICULTY:	☠☠☠☠☠
XP:	★★★★★
CASH:	★★★★★
QUEST GIVER:	MEGAN

OBJECTIVES

- ☐ Help Megan.
- ☐ Talk to Megan.

Help Megan

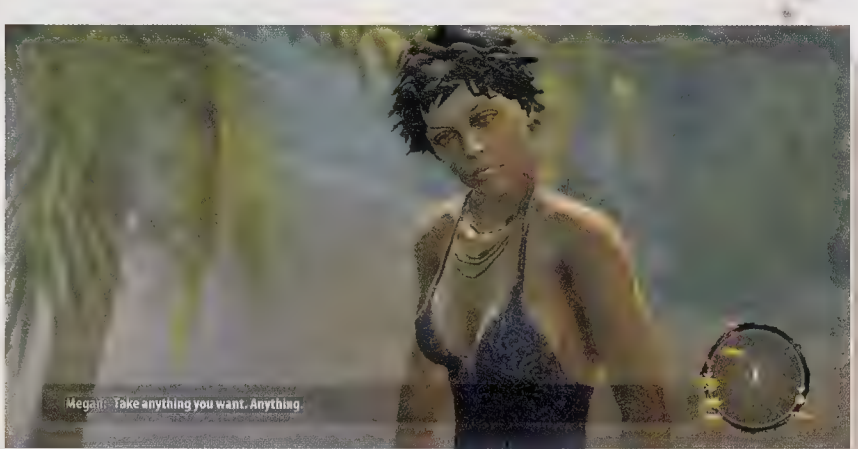
When you're first searching for the Santa Maria Mission (or later, when traveling from the mission up to the helicopter wreck **(1)** in "Heavy Equipment"), look for a poor woman trapped halfway up one of the connected tree platforms just north of the Jesuit mission. One approach is to climb the westernmost tree **(2)** and cross the two hanging walkways to the other end.



Megan is down one level from the topmost platforms. Climb the ladder down to her **(3)**. Then toss a few bombs or Molotovs at the flesh-hungry creatures in the water to eliminate them.

Talk to Megan

Megan thanks you and says she must go find her children, who must be terrified. Then she pays you a very nice cash reward.



PALANAI ISLAND GUIDE #8

During "Rescue Megan," you can see the very small island campsite where this guide is located. Look north while standing next to Megan on her treehouse platform. The guide is on the ground behind water jugs and beside the wooden bench.

RESCUE ALFRED

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: ALFRED

OBJECTIVES

- ☐ Help Alfred.
- ☐ Talk to Alfred.

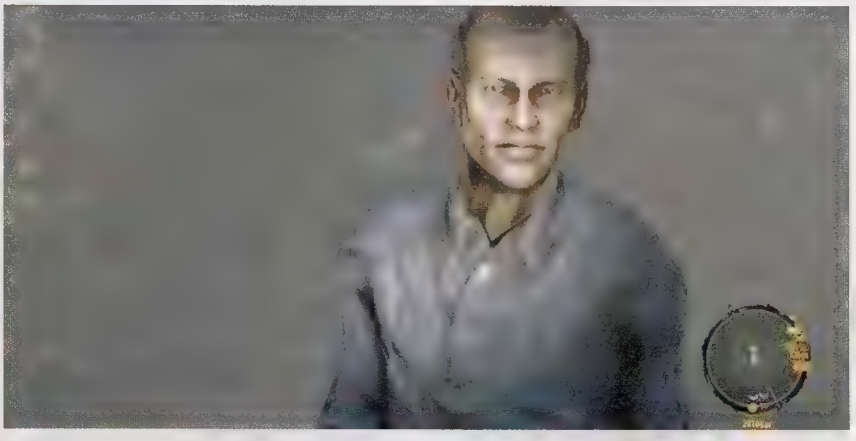
Help Alfred

When searching for supplies for Miya **(1)** in "Proximity" or scavenging at the helicopter wreck **(2)** in "Heavy Equipment," keep an eye out for a small waterfront campground (two tents and a camping trailer) where a survivor is trapped atop the trailer **(3)**.

A few monsters growl near the trailer, but another pack is clustered in the water. A good tactic is to slice through the groundlings quickly, and then climb the trailer and toss a couple of Molotovs into the wading pack.

Talk to Alfred

When the area is clear, climb the ladder to the trailer roof and talk to Alfred. In gratitude, he empties his pockets of cash as reward.



PALANAI ISLAND GUIDE #5

The fifth guide is located in Alfred's camp by the lake in the northwest. After freeing Alfred from the zombies, you can safely enter his camper. Find a Weighted Mod and this guide on the camper's floor.

CHAPTER 6: "DESCENT"

WORLD WAR II TUNNELS

This chapter of *Riptide* takes you through the vast network of tunnels beneath Palanai, the remnants of a Japanese defensive grid from World War II. Before proceeding with the next quest, "The Tunnels," you might want to check our sidequest lists in Chapters 1–4. Now is a good time to use cars, boats, and Fast Travel maps to speed across the jungle and complete any remaining quests, including defeating bosses in Dead Zones. It's a good idea to rack up a lot of XP, cash, and loot, and then buff up your weapons at a workbench before you descend into the tunnels.

MAIN QUESTS: THE TUNNELS

FIND AN UNDERGROUND ROUTE

QUEST RANKINGS

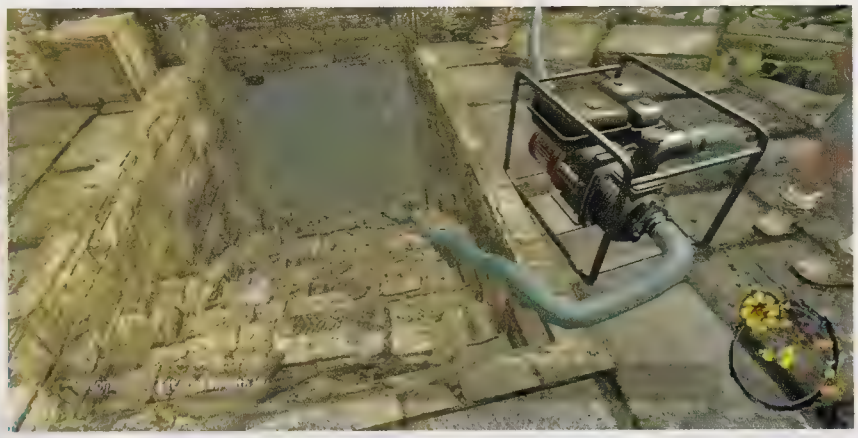
DIFFICULTY:	
XP:	
REWARD:	SHOTGUN
QUEST GIVER:	TREVOR ROGERS

OBJECTIVES

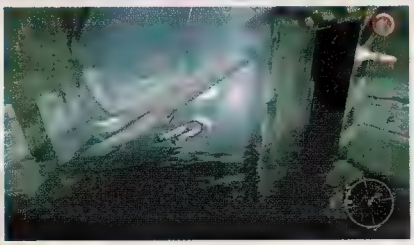
- Talk to Trevor.
- Find a way through the tunnels.
- Restore electricity.
- Locate the malfunction.
- Find a light switch and fuse.
- Unlock the door and replace the fuse.
- Go to the lower level.
- Find a second light switch.
- Take the fuse and replace it.
- Go to the higher level.
- Kill the smugglers.
- Find an exit from the tunnels.
- Look for a key.
- Leave the tunnels.

Talk to Trevor

After completing "Stalwart Defense," scour the mission for pickups. Repair, upgrade, and modify your weapons at the workbench. Approach Trevor at the pumped-out tunnel entrance and take the Pistol reward he offers for defending the Santa Maria Mission. Then talk to him about entering the tunnels. He says the team will follow as soon as you give the all clear.



Restore electricity and turn on lights



Go downstairs and open the door to the tunnels. Water still pools in the passages, and the lighting system is out, so your first objective is to restore electricity. Activate your flashlight and follow the entry corridor **(1)** to the end, where two pipes angle across the passage. Go through the open door on the right to find an old generator.

1. Entry corridor
2. Control console
3. Dark corridor
4. Zombie feast
5. Intersection
6. Fuse box
7. Crawl space (above)
8. Door to ladder shaft
9. Bottom of ladder shaft
10. Door to central chamber
11. Stairs
12. Ladder
13. Wall gap
14. Wall gap
15. Crate of flares
16. Thug with fuse
17. Fuse box
18. Ladder to upper level
19. Auto Rifle
20. Side tunnel (flank smugglers)
21. Prison cells
22. Warehouse
23. Corridor to jammed door
24. Chief Smuggler
25. Master key
26. Tunnel exit door (need master key)

Flaming Weapons

If you have any weapon modifications that cause your weapons to burn, selecting them while you walk around is a great way to light your path without using your flashlight or wasting flares.

Climb the stairs and approach the control console **(2)**. Hold the button indicated onscreen to pull the power lever. Lights flicker on briefly, but only the emergency lighting system works. Something is malfunctioning in the general lighting circuits.

Locate the malfunction

Exit the control room and climb the angled pipes to the next level where there's a door. Open it to see a very dark corridor **(3)** beyond. Activate your flashlight again and follow the dotted-line route shown on your minimap. Proceed down the passage, crouching to move under low overhangs, until you find some fallen infected by a crate full of flares. Grab all of the flares and keep moving.

Flare Tactics

Remember: You don't need to place flares in weapon slots to use them. There designated "Throw Flare" control. On a controller, press the D-pad to the righ toss a flare. Your character automatically pulls flares from your inventory.

Keep tossing flares up ahead as you proceed, and watch out for undead attackers. The reddish light of flares helps a lot, but it doesn't give you perfect vision. Some zombies are so ragged they practically blend right into the wall textures, so move ahead warily. Flick your flashlight on at intervals for better vision.

When you reach a jammed door on the corridor's left side (opposite a circular security door), force it open to interrupt the zombie feast in the room beyond **(4)**.

ANGELA GUERRA RECORDING PART 6

Beyond the first breakdown door in the tunnels are a few feasting Walkers inside a room. Find a recording on a bookshelf in the second room. The High Voltage Mod is on a metal shelf in this same room's back corner.

Raid another crate of flares, and then search the back room for collectible items. The High Voltage Mod and another recording from Angela Guerra are here. Return to the main corridor—notice the big circular security door directly across the hall. Turn left to continue your progress until you reach an intersection **(5)**. The way forward is blocked with debris, so turn left. Your minimap dotted-line route is a trusty guide here.

Find a light switch

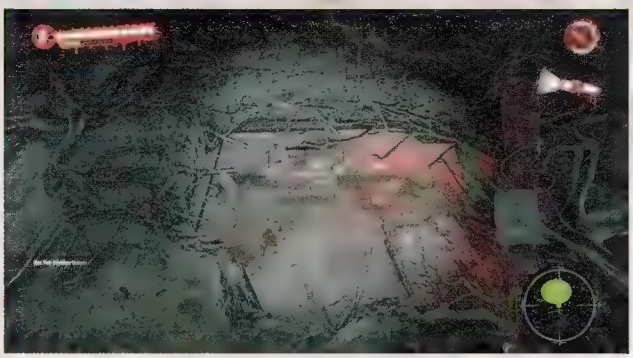
Radio contact is finally reestablished with Harlow back at the Mission. Keep following your minimap route to find another box of flares and enter another generator room. Note the open, sparking fuse box **(6)**. A fuse is missing. Guess what you're looking for next?

Liquid Fire

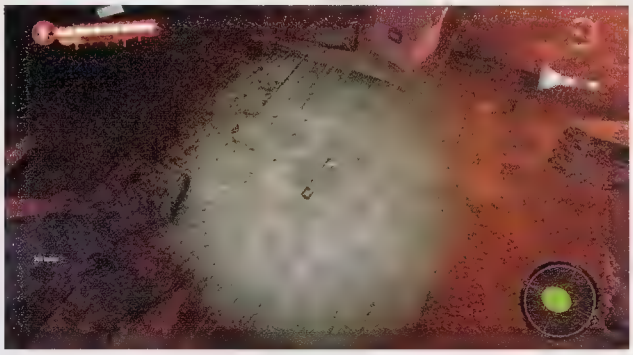
If you have the Liquid Fire Mod, use it on a blunt weapon to create the equivalent of a torch. Wield that weapon in the tunnels to extend your range of vision without using up flares! This mod can be found stashed in the southernmost Dead Zone in Halai Village.

Find a fuse

Approach the barred gate and try to open it. The room beyond looks promising—indeed, there's a fuse on the floor in there—but the gate's locked tight. Hop up the boxes to the gate's left to reach a crawlspace **(7)**. A hole in its floor leads down into the next room; notice the fuse on the floor directly below. Tip: Before dropping through the hole, toss an explosive or incendiary device to help clear the room first.



Drop into the room and use the workbench to buff up your weapons. But more importantly, grab the fuse from the floor.

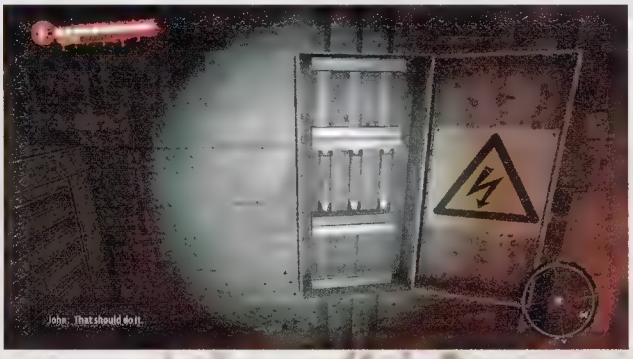


Unlock the door

Before leaving, crouch and move through the broken gap into the low space to find more goodies to loot. Then move back into the room and approach the gated door. Hold the button indicated onscreen to open it.

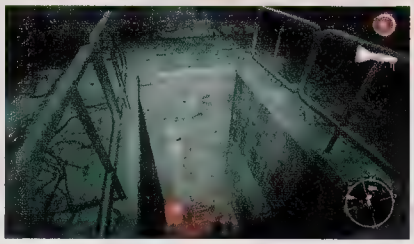
Replace the fuse

Watch out for waking Walkers on the floor. Stomp them into submission, and then approach the sparking fuse box. Place the newly acquired fuse in the box. Lights on!



Go to the lower level

Follow your minimap route into the main corridor and start fighting down the passage. Reach another door **(8)** that leads into a ladder shaft. Descend the ladder to the lower level of the tunnels **(9)**. This returns your objective to the original one: "Find a way through the tunnels."

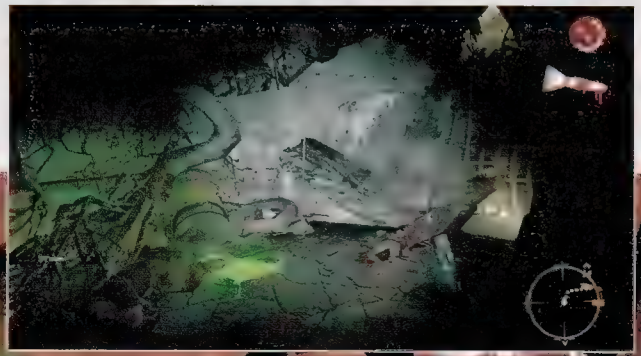


Historical Data for Kessler

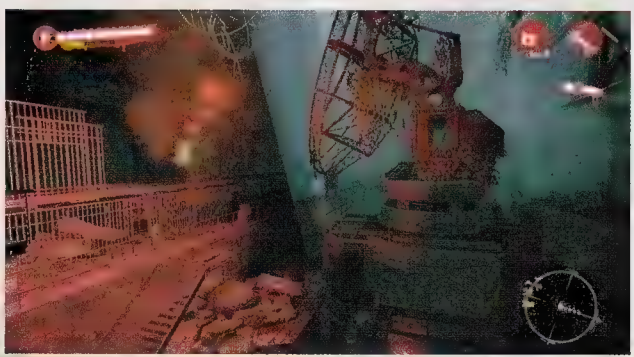
If you triggered the "History Lesson" sidequest given by Dr. Kessler back in the BioSphere Dome, start looking for the clues he needs when you reach the glowing green chemical spills of the lower-level tunnels. Check our walkthrough for "History Lesson" in this chapter.

Find the central chamber

Quite a few zombies awaken as you descend and move through the area. The glowing green residue of chemical spills is visible. Again, toss flares ahead and keep following the minimap dotted-line route.

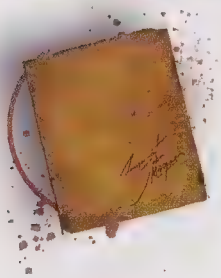


Eventually, you push open a door **(10)** that leads into a huge multi-level chamber with a big antenna dish in the center. Toss out a few flares to get the scope of the room and spot the zombie activity across the way. Then head downstairs to your right.



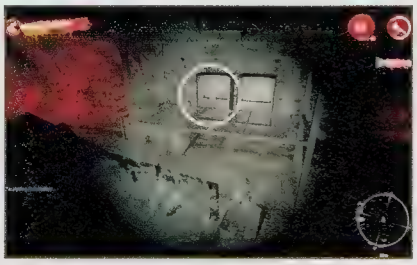
Work your way down to the bottom floor

Lots of infected are in here, so be careful! At the bottom of the stairs, veer left down the ramp and climb the next stairs **(11)** to a caged storage enclosure. You can explore the enclosure for items if you want (including a diary entry). Then move along the walkway outside the enclosure to the control consoles at the far end. (This is where you find both the Hot Rod Mod *and* the "Old Research Notes" needed for the "History Lesson" sidequest.)



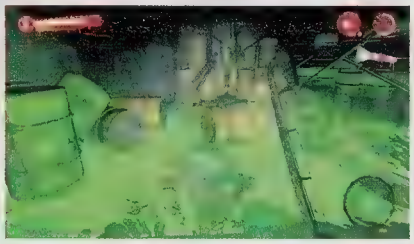
JOHN MORGAN'S DIARY PART 6

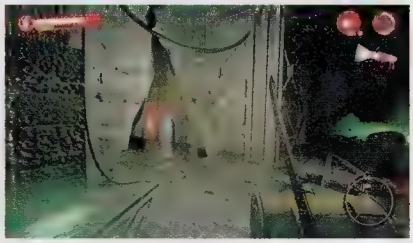
This diary is located on the satellite dish chasm's top level. It's on a small bookshelf along the dilapidated cells' back wall. Don't let the slumbering Walkers catch you off guard. Use a flaming weapon or several flares to see what you're doing.



Look at your red-flag map marker and see that your next destination is below. Find the nearby ladder **(12)** overlooking the glowing green chemical pool and climb down a level. (At the ladder's bottom, look for the "812" on the wall left of the rungs.) Find another crate of flares on the walkway. Then move to the far end and climb down another ladder to the ground floor.

At the bottom, turn right and follow your minimap route, moving past the nauseating chemical spill—drums of glowing green goo are splattered everywhere. Fight past the monsters (including a dangerous Suicider) and slide through the big gap torn in the wall. Nail the Grenadier from afar before he can hurl chunks of his flesh at you, and then continue forward to the marked destination.



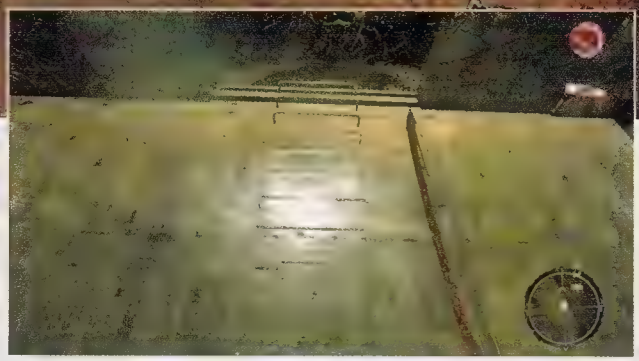


Find a second light switch

Harlow makes contact again here, but the signal doesn't last long. Continue through the hole in the shattered wall on the far side **(14)** and keep following the minimap route. (This tunnel has "205" on the walls.) Turn left at the first intersection and find another crate of flares **(15)**. Continue into a control room.

Replace the fuse

See the Thug in the far doorway **(16)**? For some reason, he's carrying a fuse. Kill him and pluck the fuse from his meaty corpse. Proceed into the next room where sparks from a fuse box **(17)** indicate another blown fuse. Replace the fuse to turn on the lights again. Your original objective returns: "Find a way through the tunnels."



Use the workbench here to repair your heavily-used weapons. Follow the minimap route as it leads back into the main tunnel, now lighted. Travel the passage until you reach a set of rungs **(18)** running up the wall at the end. Up above, the sound of human voices!

Go to the higher level

Climb the rungs, stomp the sitting goon, and grab the Auto Rifle sitting on the box behind him **(19)**. Move carefully down the next passage until you engage the smugglers in a gunfight. Bright floodlights with reflectors make it hard to spot the enemy shooters. Duck behind stacked boxes to avoid bullets. Use cover well!

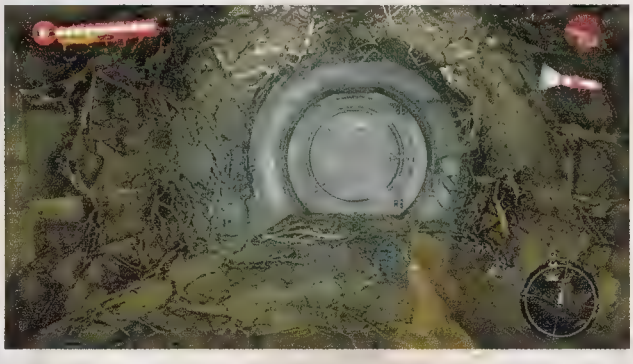
Kill the smugglers

Target explosive red canisters and yellow barrels to detonate them and take out nearby targets. Toss grenades to winnow the smugglers' ranks too. Halfway down the passage, you can turn left into a side tunnel **(20)** with root-covered walls that leads around behind the enemy gunmen and their blinding spotlights.

Move methodically through the area, eliminating smugglers one by one. Eventually, you reach an area with prison cells **(21)** where the smugglers have been bunking. Beyond that is a large underground warehouse area **(22)**—two large rooms filled with crates, barrels, and stacks of sacked goods.

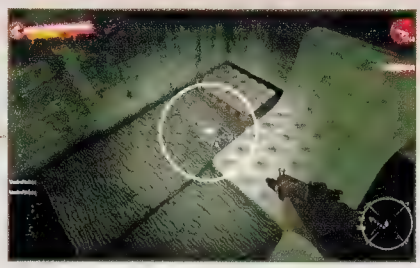
Find an exit from the tunnels

Unfortunately, another squad of armed smugglers is holed up in this warehouse area. Toss a few bombs across the room and target the explosive barrels to make your job easier. (If you get disoriented, refer to your minimap route to get back on track.) Then mop up and take some time to ransack the room—there is lots of stolen luggage to loot. Finally, locate the massive security door **(26)**. Of course, it's locked.



PALANAI ISLAND GUIDE #10

This Henderson Town Hall guide is located near the tunnel exit. Clear out all of the gunmen first. Then find the guide in a corner just before the exit, next to a folded mattress and pack of canned food.



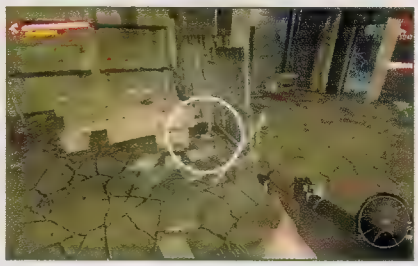
Look for a key

Contact is made with Harlow via radio again. She suggests the door key may be on a dead smuggler. Follow the minimap's dotted-line route down a curving tunnel **(23)** to a stout door and force it open. One flunky smuggler is inside, plus the "Chief Smuggler" **(24)** who is well-armed and very tough.

Gun them down and find the Master Key hanging on a hook in a wall cabinet **(25)**. Loot the room for valuables.

SECRET FILES PART 5

This file is located in the same room as the Master Key. Clear the armed gunmen inside before exploring the room. Explosives work nicely to damage them behind cover. Look on the floor near the bed for the file. The Lightning Storm Mod leans against a bookshelf near the Master Key locker.



Leave the tunnels

Now follow the minimap route back to the big security door **(26)** and press the button indicated to exit the tunnels. At last!

SIDEQUESTS: HISTORY LESSON

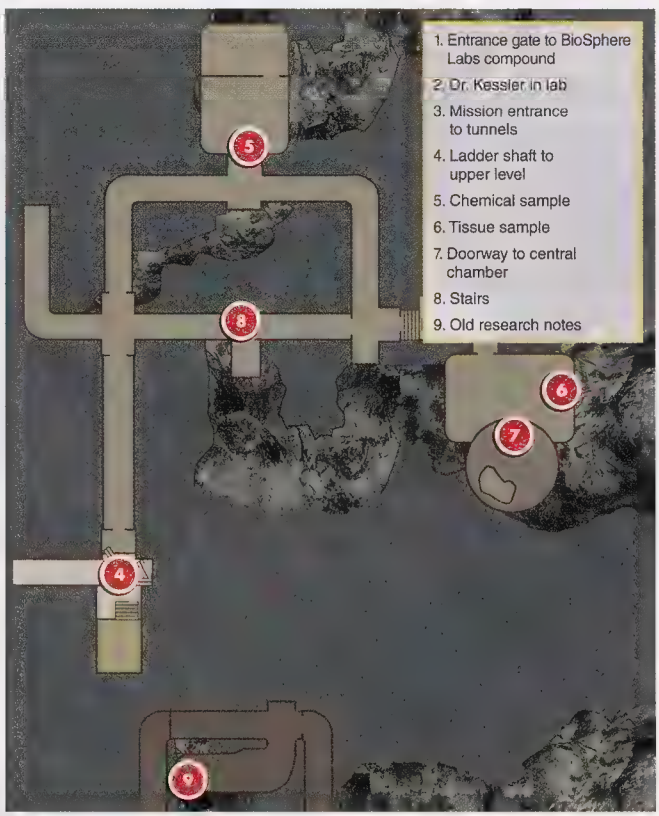
LEARN THE HISTORY OF THE TUNNELS

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	GOLF CLUB
QUEST GIVER:	DR. KESSLER

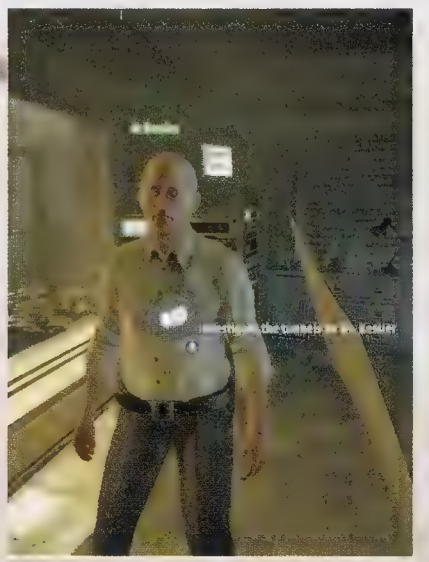
OBJECTIVES

- Talk to Dr. Kessler (after completing the "Dr. Kessler" main quest).
- Wait until you gain access to the tunnels.
- Collect a sample of the toxic substance.
- Find the anomaly.
- Collect a tissue sample.
- Find notes.
- Talk to Kessler again.


1. Entrance gate to BioSphere Labs compound
2. Dr. Kessler in lab
3. Mission entrance to tunnels
4. Ladder shaft to upper level
5. Chemical sample
6. Tissue sample
7. Doorway to central chamber
8. Stairs
9. Old research notes

Talk to Dr. Kessler

After completing the "Dr. Kessler" main quest and nabbing the Taser that Kessler offers as reward, talk to the doctor again **(2)**. He wants you to keep an eye out for unusual findings in the Japanese tunnels—strange substances, a new monster, or traces of the Australian force that disappeared in there.

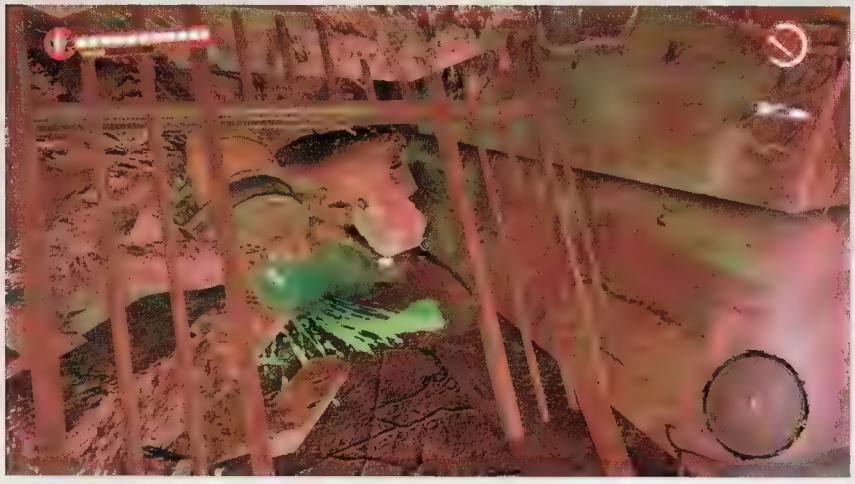


Get inside the old tunnels

You won't get into the tunnels until a number of main story quests are completed, ending in "Stalwart Defense." Once you gain access to the tunnels from the Santa Maria Mission, start tracking "History Lesson" on your Quests menu list after climbing down the ladder into the tunnels' lower level **(4)**. (See our walkthrough for "The Tunnels" earlier in this chapter for guidance on how to reach the tunnels' lower level.)

Collect a sample of the toxic substance

Again, make sure you're tracking "History Lesson" in your Quests list. Fight off attackers and then follow your minimap route to the glowing green chemical spill behind the barred gate **(5)**. Crouch through the low opening in the bars and press the "Take Sample" button indicated onscreen. A quest item called "Chemical Sample" is collected.



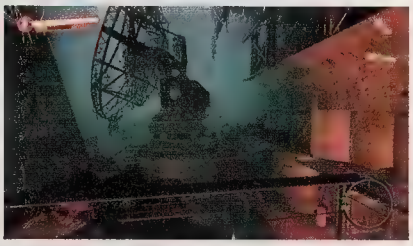
Collect a tissue sample

Now a green search-area circle appears on your minimap. Track to the area, fighting your way under the low passages until you find a strange creature lying in green goop amongst some yellow barrels **(6)**. Approach the mutated monster and press the "Take Sample" button to collect a tissue sample. Now you get a new objective.

Find notes

Return to the gate where you collected the toxic sample. Veer right and continue up the corridor until another dotted-line route appears on your minimap. Follow the new minimap route through the doorway **(7)** into the big central chamber with the antenna dish.

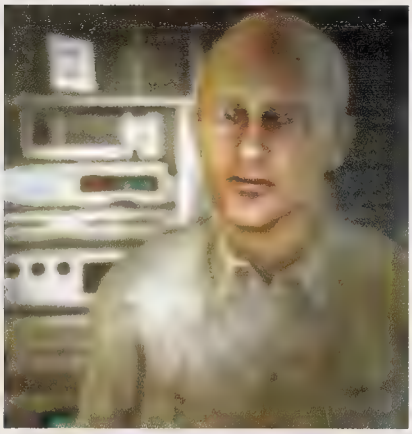
Toss out some flares for vision and descend the stairs to the right. At the bottom, veer left down the ramp. Climb the next set of stairs **(8)** to reach a caged storage enclosure on the left. Note that a green search area now appears on your minimap.



Fight to the end of the walkway outside the enclosure to an area with control panels and other equipment. Grab the "Old research notes" sitting on one console **(9)**. This gives you a quest item called "Notes of an Australian Military Officer" and a new objective.

Talk to Kessler

If you're still in the middle of "The Tunnels" main quest, continue with that endeavor now. You can return to the BioSphere Lab via the Fast Travel map later to deliver the quest items to Dr. Kessler. Be sure to take the reward he offers, a Golf Club. Then talk to Kessler again to trigger the continuous event sidequest, "A New Machine."



A NEW MACHINE (CONTINUOUS EVENT)

DELIVER ELECTRONIC PARTS TO DR. KESSLER

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	TASER CARTRIDGE
QUEST GIVER:	DR. KESSLER

OBJECTIVES

- Talk to Dr. Kessler (after completing "History Lesson" sidequest)
- Bring Kessler electronic scraps

Talk to Dr. Kessler

After completing the "History Lesson" sidequest and nabbing the Golf Club that Dr. Kessler offers as reward, talk to him again **(1)**. He needs electronics for his inventions, as many as you can find. In exchange, he offers ammunition as payment.

Bring Kessler electronic scraps

While moving around Palanai, keep an eye out for items called "electronic scraps." You've probably already gathered some scraps that you can hand over to Kessler right away. The doctor pays in Taser Cartridges, which aren't helpful unless you still have a Taser in your weapon arsenal. But you can sell them to any trader for a good price, and you get big XP rewards as well, so it's worth the exchange.

CHAPTER 7: "TWO SHORES"

TAKE THE FERRY

Exiting the underground at the end of "The Tunnels" triggers a disturbing cutscene. The team is reunited, but Wayne's infection has been augmented by the chemicals in the tunnels...thanks to a timely push by Harlow. Trevor manages to lock Wayne in a fenced enclosure before the final gruesome transformation. This chapter challenges you to defeat poor Wayne and then find and defend a nearby ferry terminal until a ferryboat can be activated for the trip to Henderson.

MAIN QUESTS: THE CROSSING

GET TO THE FERRY TERMINAL

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	CHINESE WAR SWORD
QUEST GIVER:	SAM HARDY

OBJECTIVES

- Defeat Wayne and secure the area.
- Talk to Colonel Sam Hardy.
- Unlock the hangar door.
- Find the ferry terminal.
- Defeat the prisoners.
- Find the ferry control room.
- Talk to Marvin.

Go to Harlow

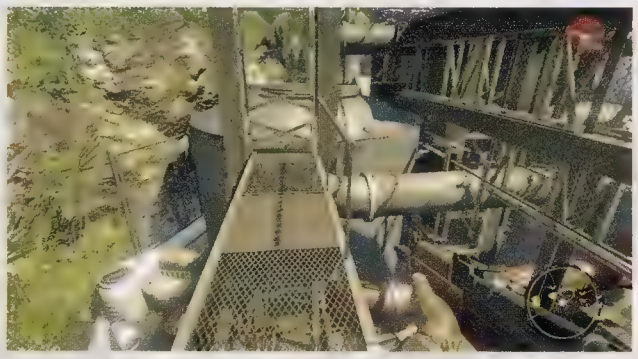
From your starting point at the tunnel exit door **(1)**, follow the path to the liana vines and climb down to trigger the next objective. Be sure to check in with Trevor Rogers to pick up your reward for completing "The Tunnels," a nice Shotgun.

Check in with the Team

Before tangling with Wayne, check to see if you can complete any Team Quests. It's been a while since you've seen your teammates, and you may have collected a number of items they want in the tunnels.

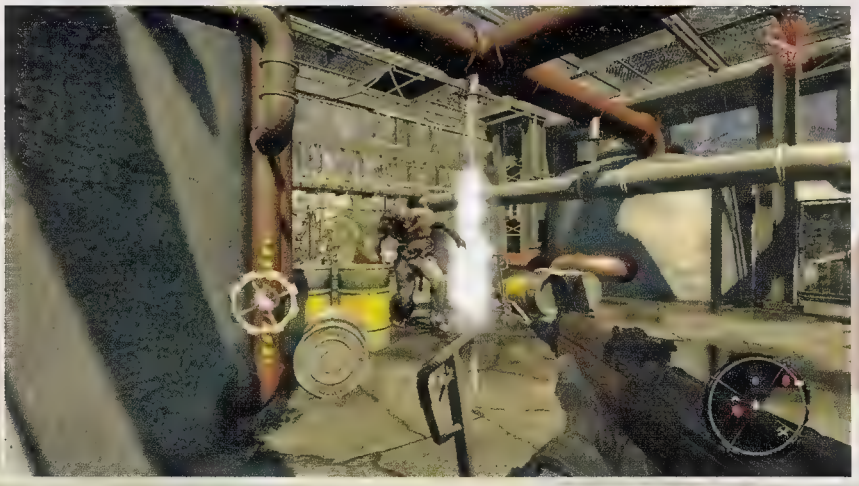
Defeat Wayne and secure the area

Climb the ladder next to Trevor Rogers and walk to the opening in the railing. A shot at Wayne isn't possible from up here, so take a deep breath and drop into the enclosure **(2)**. This is a deathmatch arena with no escape route, pitting you against the super-powerful Mutated Wayne, plus an entourage of garden-variety zombies.



Mutated Wayne starts with an extremely large amount of health. We recommend using your newly acquired Auto Rifle and Shotgun to inflict damage from a good distance. When minion zombies attack, consider switching to other weapons, saving the gun ammo for targeting Mutated Wayne. Do *not* let Wayne get close enough to hammer you (or even near you) with his giant mutated right fist. The monster boss moves ponderously, but his ground-pounding slam deals immense area damage. Whenever Wayne gets close, dodge and run like crazy.

Note the trio of wheel valves in the enclosure. When a valve is turned, it releases a brief but damaging blast of hot steam from a nearby overhead pipe. If the steam release is timed right, you can inflict a lot of pain on Wayne and/or the minions. Turn each valve once early in the fight to see exactly where the corresponding steam blast hits. Then use these scalding attacks when possible.



Don't let yourself get cornered! When minions join Mutated Wayne in launching group attacks, you can get trapped in the yard's nooks if you're not careful. Always scan for avenues of escape before jumping into a melee with a bunch of monsters. If they trap you in a corner, Wayne can lumber up and crush you.

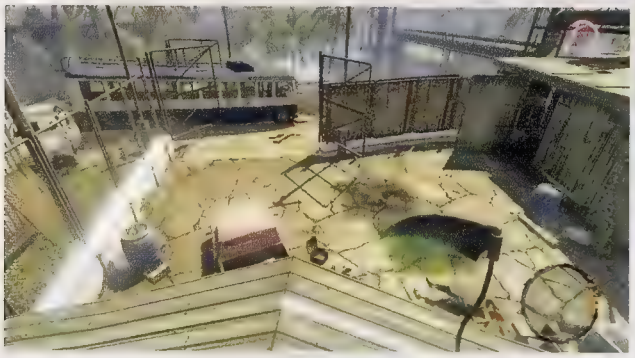
Mutated Wayne will likely outlive his limited stream of minions. When it's just you versus Wayne, lead him back and forth through the steam vents to wear him down while peppering him from a distance with guns or thrown weapons. (Slip behind him to retrieve tossed weapons that are stuck to him.) When Mutated Wayne finally falls, the front gate swings open.

Talk to Colonel Sam Hardy

Go through the gate and talk to Colonel Hardy. To reach Henderson, the team must cross a small bay. He suggests you try to get the old ferry running to make the passage. But he warns that some escaped prisoners may be in the area too.

Unlock the hangar door

Move back across the enclosure and open the door to the hangar. As you enter, your character makes radio contact with Dr. Kessler and reports on the Wayne incident. Use the workbench inside to repair all the weapons worn down in the previous fight. Then jump over the center table and find the blockaded door **(3)**. Hold the button shown onscreen to remove the blockade and open the door. Move through the gate past the bus and abandoned cars.



Find the ferry terminal

It's possible to slip through another gate **(4)** in front of the yellow ETL truck, but the far gate is blocked by burning vehicles, so move east around the dock buildings. If you want, explore the beach and pier areas, including the lifeguard shack **(5)** to find the Justice Mod. If you hit the beach, watch out for a mob of zombies led by an extremely tough charging Thug named Kayden. This is the first twin in the Achievement/Trophy "Twins." Loot the beach, but beware the waking "sunbathers."

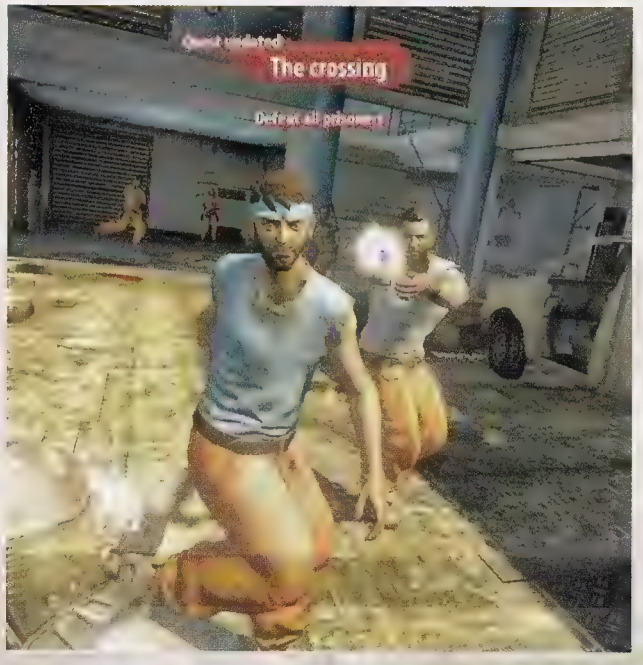
Keep moving south, following the destination flag. The area is swarming with monsters. Climb a ladder up the back of the "Workshop" sign **(6)** that has a pickup truck at the top. Grab the Bolt-Action Sniper Rifle in the truck bed. A big boss Thug named Jayden (the missing twin in the Achievement/Trophy "Twins") and his crew burst from the auto workshop **(7)** into the yard below, leaving the workshop door open. Use the meat to bait them and then pick them off with the sniper rifle, or toss down bombs and Molotovs. When the yard is clear, descend the ladder and continue south to the Pinai Ferry Station.

Twin Killer

If you manage to kill both Kayden and Jayden, the charging Thug twins, the "Twins" Achievement is unlocked.

Talk to the prisoners

Check out the Smack Gas Station next to the Ferry Station **(8)** and note the red gas canisters in some of the truck beds. (You can target these later during your base defense.) Then follow the minimap route to the destination marker flag. This triggers a conversation with one of the prisoners gathered in the Ferry Station's entrance. He's willing to let you pass, but only for an exorbitant price. You refuse, and the fight begins.



Defeat all prisoners

At first the odds don't look good. The prisoners all have pistols, and they seriously outnumber you. But as your first hits land, something strange happens. A Fury-like state automatically kicks in, but it's different than your usual Fury (note that your hands glow blue instead of red). Your character cries, "What's happening to me?"

Run through the Ferry Station decimating the prisoners with your special attack. You seem invincible, and you're dealing out double and then *quadruple* damage per hit! Track targets on your minimap. When the last prisoner falls, move through the carnage as your character asks, "Unbelievable...am I responsible for this?"

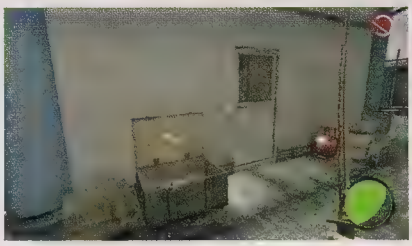
Search the Ferry Station and scoop up dozens of pickup items as you automatically call Dr. Kessler to discuss the incident. He suggests you learn how to control the state and "embrace it" rather than view it as a negative. When the conversation ends, a new objective is received.

PALANAI ISLAND GUIDE 11

This guide is located in the narrow, second-story office inside the Ferry Station. Find the guide on the computer desk.

Find the ferry control room

A green search area appears on your minimap. Keep looting the station, both upstairs and down. Search the ferry terminal thoroughly for loot in luggage—there's a lot of luggage here filled with lots of cash, plus several crates full of ammo and explosives. Look *especially* in cash registers, which often hold large amounts of money. Then follow the sound of a voice calling for help to the closed door on the ground level **(9)**.



Talk to Marvin

Force open the door and talk to the man cowering in the corner. His name is Marvin, and he knows how to start the ferry. You automatically call Colonel Hardy with the news, bringing the quest to an end. The screen fades to black.

TERMINAL SIEGE

CALL THE FERRY

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: MARVIN

OBJECTIVES

- Take some time to look around.
- Eliminate all threats.
- Fortify the ferry station.
- Talk to Marvin.
- Gather up.
- Survive until the ferry arrives.
- Eliminate all threats again.
- Gather at the ferry.

Take some time to look around

After the fade, you start at the top of a staircase on the station's second floor. This brief lull gives you about 45 seconds to prepare for a first wave of attackers, so hustle downstairs and get to work. The first zombie assault only hits the three front entrances on the ground level. Put up fences at each of the three front entrances. If you have time, plant a few mines at each entrance as well. Then switch to a ranged weapon like a shotgun or auto rifle.

Mounted Machine Guns

There are two unmounted machine guns on the second floor. The guns can be mounted in the window next to the weapon crates they are located in. If you are playing cooperatively, having two players man the guns to cover entrances is a great strategy.

Eliminate all threats

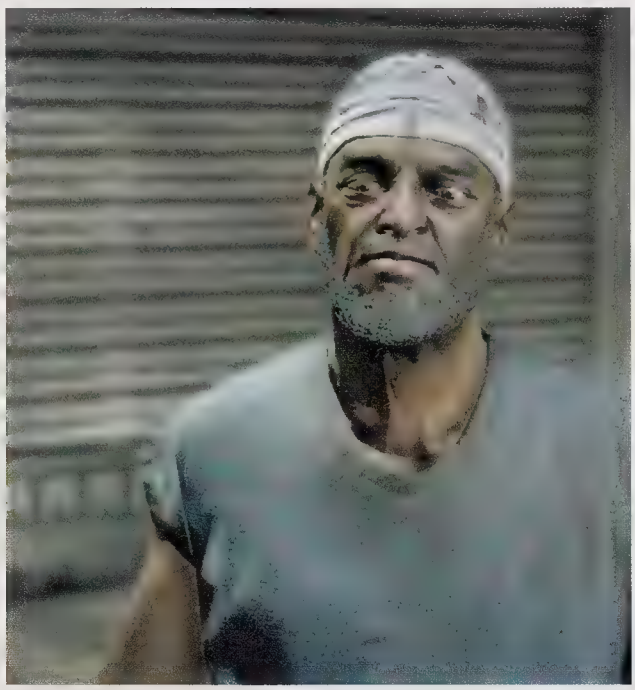
Watch your minimap to check when and where the red skulls start popping up. Hustle from entrance to entrance and shoot monsters that claw at the fences. Try for headshots! Keep your distance from any mines. If a fence goes down, go to that entrance and clear out attackers, then put up another fence in the gap. As always, watch your team's health icons and help out allies in trouble. Once the last red skull is extinguished from the map, there is plenty of time to get ready for the next phase.

Fortify the ferry station

Before talking to Marvin to trigger the next undead assault, take some time to plant mines at all entry points—upstairs and down, front and back—and then put up fences in every gap. Also, go to Colonel Sam Hardy and take the Chinese War Sword that you earned for completing the last quest, "The Crossing." Then sell off old weapons and use the money at a workbench to tune up your preferred weapons.

Talk to Marvin

Find Marvin in the ferry control room and talk to him. He tells you that the ferry engines are quite loud, which of course will attract hordes of the infected. Select "Start Now" to trigger the next phase.



Gather up

Marvin needs some time to start the ferry engines and bring the boat into position for boarding, so take time to make sure the terminal defenses are ready. Then follow the minimap route to the destination at the front gates.

Survive until the ferry arrives

When the first red skull icons pop up on your minimap, a Horde Strength meter appears at the top of the screen. There are plenty of bars on the meter—it's going to be a long, brutal siege. The first wave hits at the front entrances again. Minefield detonations should make mincemeat of this wave, but keep a watchful eye. Once the mines are used up at any gate, get into position to shoot at zombies clawing at the fencing.

There is a short break after the first wave is eliminated. The second wave hits at both downstairs and upstairs entrances. You know the drill by now. Eye the enemy icons on your map to see if more attackers are above or below. Monitor your teammates' health, and keep your own health up with Medkits. Toss bombs and Molotovs at clustered foes, replace fallen fences, and trigger Group Fury whenever you can.

Wavelengths

Wiping out each zombie wave lowers the Horde Strength meter about three bars.

With all the kills you get, your Rage meter should refill fairly quickly, so keep activating Group Fury. Each time you break a wave, there's a brief respite. Use it to repair fences and look for mine refills in crates. The only new element in defending this base is the appearance of difficult new foes. A Grenadier has apparently escaped the BioSphere dome; twin Butchers wreak havoc in front; and a new class of zombie arrives on the scene, triggering another quest update.

Eliminate all threats.

The first Screamer shows up when Horde Strength drops to four bars. She gets introduced in a quick but chilling cutscene. The Screamer stuns you into paralysis with her damaging, brain-piercing shrieks. Target these nuisances the moment you see or hear one.

ANGELA GUERRA RECORDING PART 7

This recording is on a shelf inside the locked warehouse across from the Ferry Station. The warehouse doors open to let out zombies during "Terminal Siege." Before leaving on the ferry, investigate the warehouse to find a Shockwave Mod.

Gather at the ferry

When the siege finally ends, all of your teammates board the ferry. Before joining them, visit each of the terminal's entrances and pick up any mines that did not detonate—you'll want them later, trust us. Loot the place thoroughly once more (including zombie corpses and crates) for cash, weapons, ammo, and other items. Repair weapons at the workbench. Then follow the minimap route to the destination flag on the ferry deck to end the chapter.

CHAPTER 8: "BLOCKBUSTER"

ENJOY THE MARINA

The ferryboat crosses the bay and docks at the Henderson marina. The team disembarks, ready to negotiate a new, more urban landscape. In this chapter, you must secure the immediate area around the marina and then head across the city to find shelter in a local movie theater. Henderson's side streets open up a new list of sidequests and rescue missions as well.

MAIN QUESTS: THE FERRY

SECURE THE MARINA

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: HARLOW

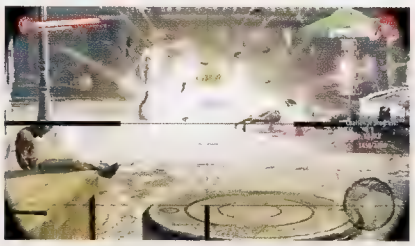
OBJECTIVES

- ☐ Secure Henderson marina.
- ☐ Go back to Harlow.

Secure Henderson marina

Shortly after arriving, walk toward Harlow **(1)** who stands near the gate. The team needs shelter, and she suggests clearing the marina square to see what's available. Move through the gate and approach the makeshift barricade of boxes, barrels, and other debris. Glance at your map and notice the red skull icons surrounding the ferry dock. Peek over the barricade to see a pack of monsters ahead, including a Thug **(2)**.

Pick up the nearby red gas canister, move left to the lowest part of the barricade, and toss the canister into the midst of the pack. Shoot the canister to detonate a nice, painful fireball.



Clear out any surviving monsters on the L-shaped section of street. Then climb the ramp to the marina square **(3)** and wipe out the feeding frenzy. Keep hunting zombies in the square until every red skull is wiped clean from your map and a quest update is received onscreen.

Go back to Harlow

Head back down to the ferry dock and approach Harlow again **(1)** to automatically complete this short quest. The scene fades to black.

CITY NEWCOMER

LOCATE AND SECURE CINEMA BUILDING

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	HATCHET
QUEST GIVER:	MARVIN

OBJECTIVES

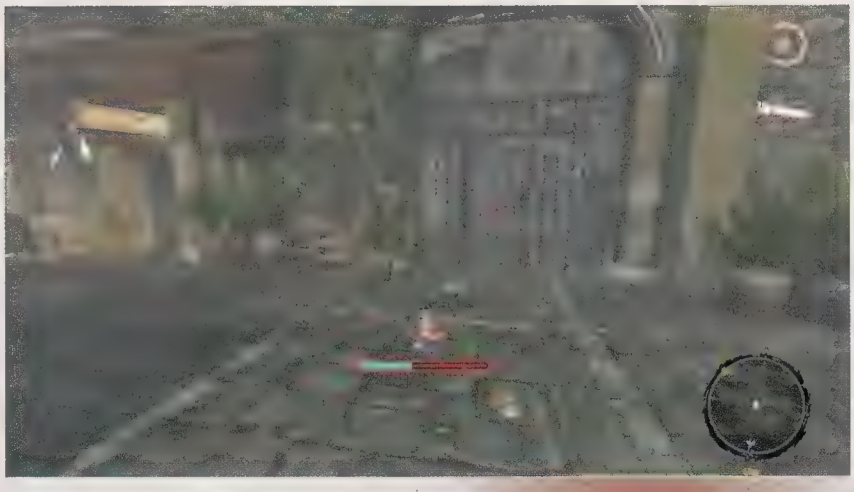
- Talk to Marvin.
- Unlock the gate.
- Find the cinema.
- Find alternative entrance to cinema.

Talk to Marvin

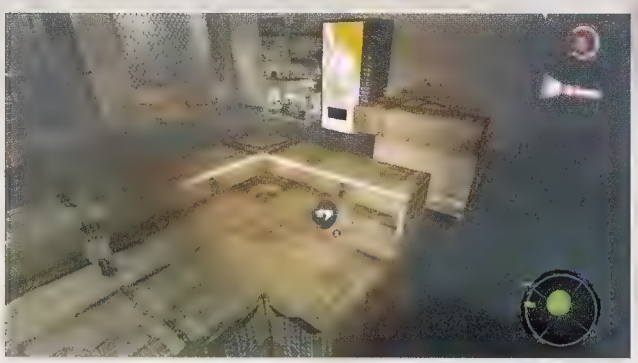
When the new scene begins, the team has moved into a small workshop in the marina district **(1)** with a workbench and a Fast Travel map inside. (You automatically get your cash reward for completing "The Ferry.") Enter the workshop. Find the Saw Disc Mod and use the workbench to repair your weapons. You can talk to Harlow, but she just tells you to check in with Marvin, who knows more about the town. Talk to Marvin to learn about a safer place, a movie theater called Old Town Cinema owned by Jacqueline.

Unlock the gate

Exit the shop and climb the ramps to the marina square. Find and investigate the locked gate **(2)** leading into the city. Force open the door just left of the gate under the Pizza sign.

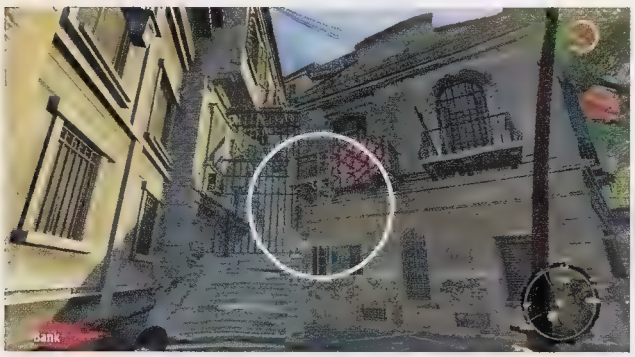


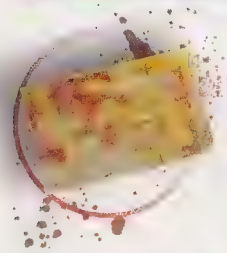
Find the "Harbour key" on the counter across from the cash register. Go back outside to the gate and remove the lock and chain. Open the gate and go through.



Find the cinema

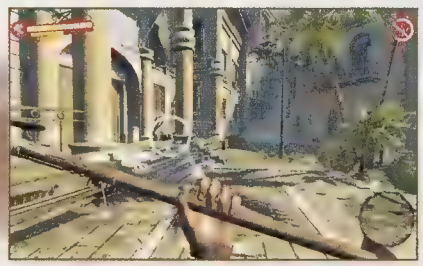
Climb the stairs, hop over the barricade, defeat the rising dead, and follow the walkway into a plaza with a domed structure in the center and the Henderson Bank. A sign points toward the Old Town Cinema to the right. But before leaving the plaza, find the ladder **(3)** that leads to a balcony with a floral red drape hanging on it. Climb to a small room, open the safe, and use the workbench.





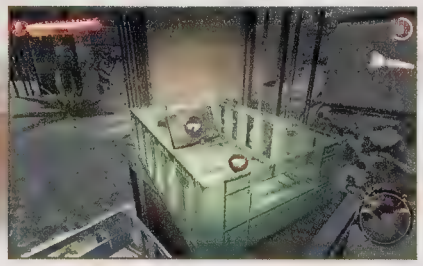
POSTCARD FROM PALANAI #8

This postcard is out in the open but easy to overlook. It's located on the Henderson Bank's front porch near the overturned trashcan to the entrance's right.



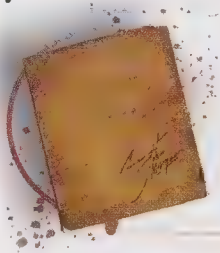
POSTCARD FROM PALANAI #10

Find this postcard on the northern pier. It's on a wooden crate fallen from an overturned cart. Be prepared to battle through a handful of Walkers to reach this collectible. Also, find the Exploding Meat Blueprint near the dead-end. It's in the corner behind some crates. Try it out at the nearby workbench.



Now exit the plaza via the long cobblestone walkway **(4)** populated with zombies. Move along the street to find another workshop **(5)** full of items, including a cash register that may be full of cash along with the Short Circuit Mod. Exit and turn right, move through the arch, and descend the staircase to a flooded section of street. Grab the "Message in a bottle" next to the duffel at the bottom of the stairs. (It's a Quest Item informing you that someone named Ryan is trapped on the roof behind the church.)

JOHN MORGAN'S DIARY PART 9

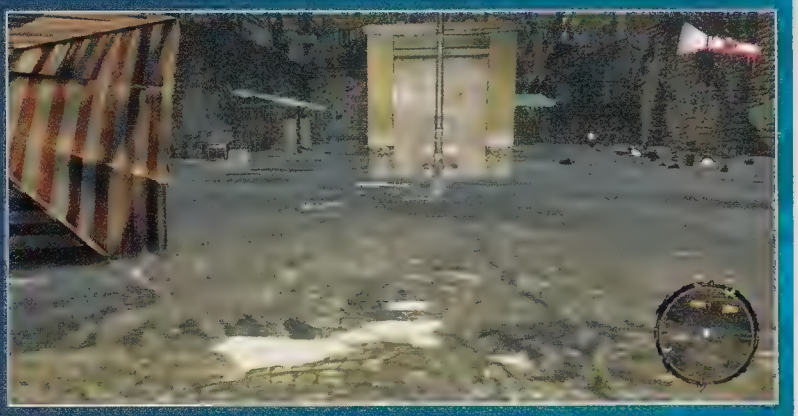


This diary is out in the open but very easy to miss. The spot you're looking for is west along the same alley where Frankie O'Hara's apartment is located. The diary is in a plastic milk crate with a fruit power-up on this flooded corner in Henderson.

Follow the destination flag through a very dangerous flooded square **(6)** full of Drowners to reach the front of the cinema building. Or you can turn east (left) down the alley and find plenty of side action.

Dark Alleys

Turning down the alley provides sidequest opportunities and access to some Dead Zones. Be on the lookout for the following:



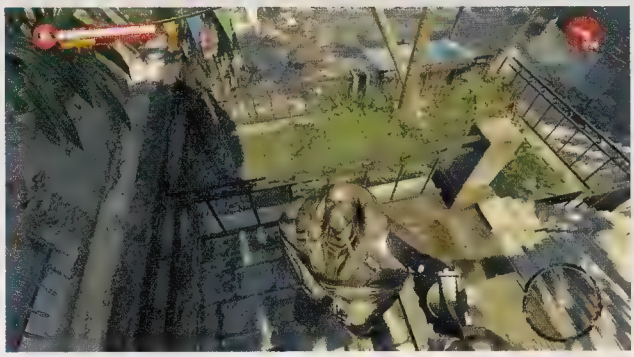
Via the narrow alley to the east, find the entrance to Frankie O'Hara's apartment (7) next to a "Showtime" sign. The place is now a Dead Zone, home of "The Scourge" – the plague-twisted reincarnation of poor Frank. (See our Dead Zones chapter for more.)

Just around the corner from the Dead Zone, look to help Carlos (8) trapped on a raised platform. (See "Rescue Carlos" later in this chapter.)

Find Damien on his balcony (9) off the courtyard to the west and start the "Memories" sidequest. (See "Memories" later in this chapter.)

Another Dead Zone, called the "Infected Basements," is nearby as well (10).

Whatever route you take, stay wary because there are many infected city dwellers roaming the streets. Beware the huge Ram in the fountain plaza—he can KO you with a single charge. Hop up the stacked crates to the raised wooden platform **(11)** across the plaza from the cinema entrance and nail him with headshots. Alternatively, dodge his charge and then quickly turn around and attack his extremely vulnerable backside. Either way, take him out—he carries a lot of cash.



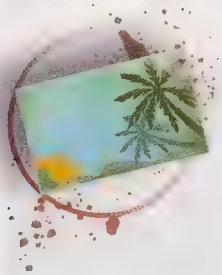
When you finally arrive at the cinema front entrance **(12)**, it is barricaded shut. Over the radio, Marvin suggests going around back and climbing to the roof. He says another door can be found there.

PALANAI ISLAND GUIDE 14

Find this guide on a table at the end of a pathway at the top of the stairs to the left of the Old Town Cinema's front entrance (with the ladder you need to lower). Jump over the debris to get to the end of the path where the table and guide are located.Find this guide at the top of the stairs to the left of the Old Town Cinema's front entrance (with the ladder you need to lower). The guide is on a table at the pathway's end. Jump over the debris to get to it.

Find alternative entrance into the cinema

Go back into the flooded town square **(6)** and either clear it out or sprint past the Drowners, turning into the alley to the right. Climb the ramp, go past the stairs, and turn right up the next ramp. At the top, a Thug guards a tall ladder **(13)** leading to the cinema's roof. Kill the Thug and climb the ladder.



POSTCARD FROM PALANAI #14

This postcard is on a terrace that can only be reached from the Old Town Cinema's roof. Find the card on a table under an umbrella.

The rooftop holds a workbench and ammo. Move along the right-hand wall and enter the open doorway. Descend the staircase into the cinema building to complete the quest.

SECURE THE OLD TOWN CINEMA

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: MARVIN

OBJECTIVES

- Clear the building.
- Talk to Jacqueline.
- Secure the cinema's front entrance.
- Secure the back door.
- Take key to back shutters.
- Talk to Jacqueline again.
- Talk to Marvin.

Clear the building

Plague victims fill the Old Town Cinema building. Enter the lobby and secure the main floor. Then head downstairs and wipe out a big pack of lurkers near the front entrance doors. (This is a good place to trigger Fury since a lot of monsters are in one enclosed area.)

Force open the box office door across from the front entrance, KO the Walker sitting in the chair, and loot the office. (Make sure to hit the safe each time you are in this area of the theater.) Continue downstairs and force open the door into the theater. Wipe out the sizeable pack roaming the aisles, including a Thug and several speedy Infected.

When the last zombie falls, you get a quest update. Look up at the projector room. A female survivor is looking down at you. That's Jacqueline Phantom, the owner.

PALANAI ISLAND GUIDE 13

This guide is in the Old Town Cinema's actual theater room. Find it on the floor behind the first row of seats.

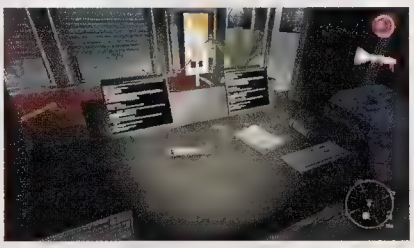
Talk to Jacqueline

Each time you enter the theater, check to see if the diamond in the back row of seats has spawned. You run into a guy later that pays top dollar for diamonds. There's also one next to the register at concessions. Climb back to the main lobby. Open the door just to the snack bar's right and talk to the woman by the projector.

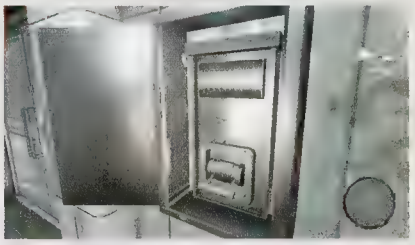
Jacqueline welcomes the use of her cinema as a safe house, but she suggests fortifying all of the entrances first. She directs you to close the security shutters at the front and rear of the building. A key is needed to activate the rear shutters, however.

Take key to back shutters

Exit the projection room and head downstairs. Enter the box office again and pull the switch handle inside the door to lower the security shutters over the front entrance. Then grab the key on the desk. (It's helpfully labeled onscreen as "Key to shutters in a lower rear entrance of the cinema.") This quest item is used to secure the rear entrance.



Exit the box office, go back upstairs one level, then veer through the stairwell door to the snack bar's left. Go down one flight, open the power box on the wall (just to the right of the door), and pull the switch handle to close the rear shutters. This only works if you acquired the "Key to Shutters" quest item first.



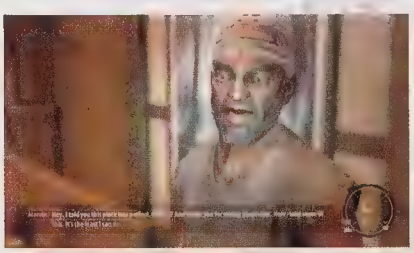
Talk to Jacqueline

Now go upstairs into the lobby and enter the projection room to speak with Jacqueline again. She says the cinema is now safe for your team. She also suggests checking out a makeshift field hospital manned by a fellow named Cecil.

This triggers a cutscene. The team gathers in the theater as Jacqueline serves tea and tells the town's story. Colonel Hardy can't get the military base on the radio. Suddenly, the team notices that Harlow is missing. Tempers flare between immunes and non-immunes, but Hardy manages to lower the heat and keep everyone focused.

Talk to Marvin

After the cutscene, talk to Marvin in the main lobby. He gives you a reward for completing the "Front Row" quest, and a new chapter begins.



HELP DAMIEN FINISH HIS PROJECT

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: ELECTROTHERAPY

QUEST GIVER: DAMIEN

OBJECTIVES

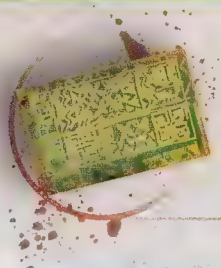
- Talk to Damien.
- Bring a capacitor.
- Talk to Damien again.
- Look for spark gaps.
- Go back to Damien.
- Go to the military base.
- Find the coil.
- Return to Damien.

Talk to Damien

After clearing out the zombies under Damien's balcony **(1)**, jump up the stacked crates and climb the ladder to talk to him. He asks you to find some batteries. Before leaving, root through the workshop room behind Damien. The Deathstalker Mod can be found here. Use the workbench if your weapons need work.

Bring capacitor

A green search area appears on your minimap, not far from Damien's roost. Search the area until you find a capacitor on a table **(2)** underneath a fallen stand of postcards. Grab it and return to Damien's balcony.



POSTCARD FROM PALANAI #11

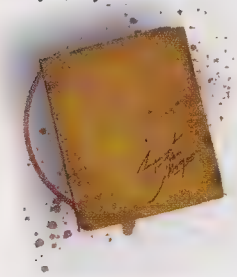
This postcard is below the workbench balcony where the "Memories" mission-giver Damien can be found. On the terrace below the balcony, find the card on a table.

Talk to Damien

When you deliver the capacitor, Damien is thankful but has another request. He's an odd duck and somewhat forgetful, but he remembers that his project requires spark gap tubes as well.

Look for the first spark gap

Now two more search areas appear on your map. The nearest one is just south of the Old Town Cinema. Go south past the cinema's front entrance through the arch **(3)** and upstairs into the restaurant plaza. Continue to the raised platform tower **(4)** where you can rescue Kyle, if you haven't already done so.



JOHN MORGAN'S DIARY PART 8

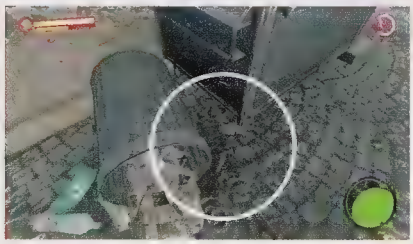
This diary is outside the Infected Warehouse just south of the Old Town Cinema. Look for it on one of the cluster of tables. This is also to the left of "Rescue Kyle."

Go behind the platform tower and find the low red-tiled roof on the right. You can also find a pair of Dead Zones nearby, the Infected Warehouse **(5)** and Metzger Sloat's Hideout **(6)**.

Jump onto the roof and move across to the wooden ramp on the other side. Turn left halfway across and hop down onto a scaffold and find a workbench **(7)**. Grab the spark gap sitting on the workbench. If you follow the series of scaffolding platforms to the top one in the corner of the nearby church, you can recover the Assassin's Poison Mod from atop. Go back over the red-tiled roof to exit the area.

Look for the second spark gap

Now it's a long jaunt across town for the other spark gap. Work your way into the green map circle in the southern part of Henderson. After finally reaching the search area, look for a back alley with a dumpster filled with pipes behind another scaffold **(8)**. The spark gap is on the ground between the dumpster and a toppled trash can.



Go back to Damien

Head back across town to Damien's balcony **(1)**. He can't quite remember why he asked for spark gaps, but he does know that he'd love to have a good electric coil. No doubt some can be found at the military base.

It's not possible to complete the rest of this sidequest until access is gained to the military command building **(9)** during the "Militarized Zone" main quest in Chapter 9: "Firefight."

Find coil

Once inside the military command building, a green search area appears on your minimap. An arrow indicates the area is downstairs. The rooms are dark, so use your flashlight and/or flares. As you move further down the entry hall, a dotted-line route appears on the minimap too.

Follow the route downstairs into the basement level, fighting through infected soldiers. The electric coil sits on a metal shelf in the basement storage's back left corner. Grab it and watch out for the big Thug who attacks.

Return to Damien

Follow the minimap route back upstairs and out of the building. Hurry across the base and return to Damien's balcony **(1)**.

Damien finally remembers that he was building a weapon. He decides to hand over the items you gathered plus the weapon schematic. Be sure to take the Electrotherapy Blueprint from him.

LADIES FIRST

FIX THE ELECTRICITY AND FREE NINA FROM THE BASEMENT

QUEST RANKINGS

DIFFICULTY:

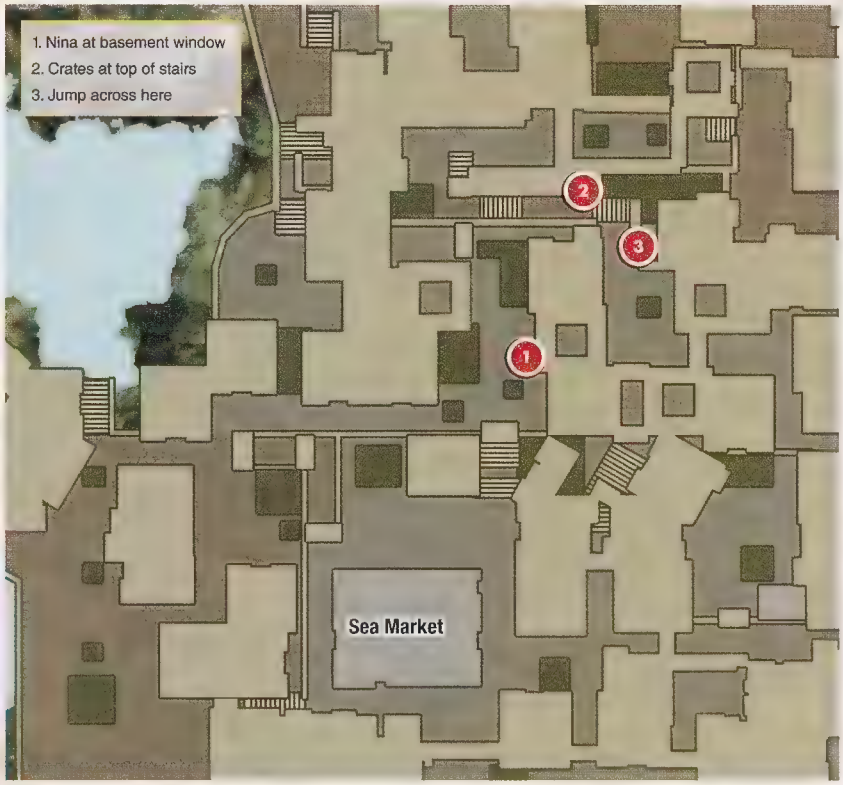
XP:

REWARD: CROWBAR

QUEST GIVER: NINA

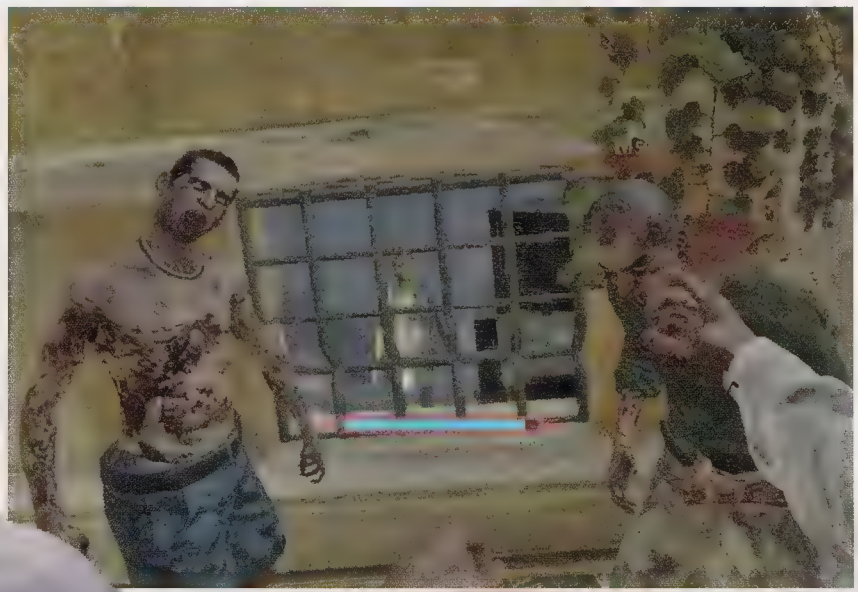
OBJECTIVES

- Kill all the monsters.
- Talk to Nina.
- Find a way into the building.
- Get the key to the box.
- Switch off the electricity.
- Clear the building of the remaining monsters.
- Talk to Nina.



Kill all the monsters

In south-central Henderson, a mob of monsters howl at a poor woman trapped in her basement **(1)**. (You can see her through the window.) Toss a bomb into their proceedings and sweep up the remnants.



Talk to Nina

Approach the barred window and talk to Nina. She's surrounded by electrified water in her flooded basement. She needs you to find the electric panel and kill the power so she can escape. The fuse box is on the first floor. She says you can get in through "the yard."

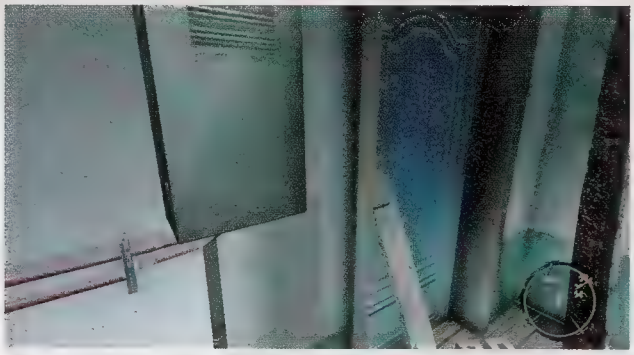
Find a way into the building

A green search area appears on your map on the opposite side of Nina's building. Go around the building—the ground floor door is locked, so climb the nearby concrete staircase. At the top, turn right and hop up the crates **(2)**.

Move along the strip of grass and trees and jump over the railing on the right onto a rickety wooden platform. Kill the zombies there. Then line yourself up with the angled ramp **(3)** and make a running jump across the gap. Land on the fallen door jutting off the opposite balcony.

Get the key to the box

Fight down the hall to the left to find the fuse box. In an attempt to open it, you find it's locked—a key is needed. Remove the blockade from the door next to the fuse box and push the door open. Nina's sister is in the room. She has the key, but she also has the plague. Kill her and pluck the key from her corpse.



Switch off the electricity

Go back to the fuse box. Open it and turn off the power switch. Just one more task remains to help Nina get out.

Clear the building of the remaining monsters

Fight down the stairs and along the lower corridor to the blue door, exterminating the infected squatters in Nina's house. More zombies stagger beyond the short hall behind the blue door. Wipe them out.

Talk to Nina

Open the door on the right to free Nina. She's ecstatic with thanks and offers a Crowbar as reward. Like other survivors, she plans to seek safety in Cecil's hospital in the hostel by the Town Hall. Sounds like a place you should check out soon, if you haven't already. But before you go, note that Nina has a workbench and some items in her basement for your use.

RESCUE QUESTS: RESCUE CARLOS

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: CARLOS

OBJECTIVES

- Help Carlos.
- Talk to Carlos.

Help Carlos

Just around the corner from the Dead Zone at Frankie O'Hara's apartment **(1)**, look for a pack of zombies howling at a survivor sitting on a wooden platform **(2)**. Toss a bomb or Molotov into their midst; then wade in and finish them off.

Talk to Carlos

When the area beneath the platform is clear, climb the ladder on the platform's far left side (*not* the one leading to the balcony above) and talk to Carlos. He offers his thanks and forks over a nice fistful of cash as reward.

RESCUE QUESTS: RESCUE CARLOS

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: KYLE

OBJECTIVES

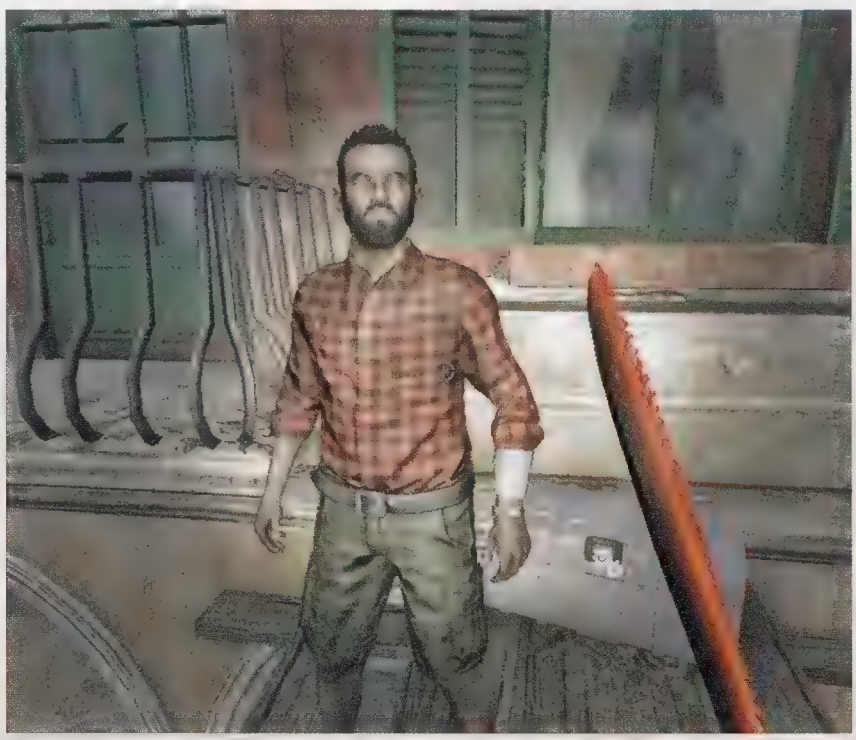
- Help Kyle.
- Talk to Kyle.

Help Kyle

When searching south of the Old Town Cinema for Damien's spark gap in the "Memories" sidequest, look for a survivor named Kyle **(1)** trapped on a wooden platform set up on the walkway. Clear out the zombies beneath him, and then climb the ladder to his platform.

Talk to Kyle

Talk to Kyle to receive his gratitude and his reward money.



CHAPTER 9: "FIREFIGHT"

Your new base of operations is the Old Town Cinema in Henderson. In this chapter, you must reach the military facility to the west. In addition, a number of sidequests take you down the town's west side past Villa Henderson to the shop district around the Sea Market. Be ready to face some vicious new undead species.

SEE THE GRAND CINEMA

MAIN QUESTS: MILITARIZED ZONE

ESTABLISH A CONNECTION WITH MILITARY BASE COMMAND

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	HEAVY PISTOL
QUEST GIVER:	SAM HARDY

OBJECTIVES

- Talk to Colonel Sam Hardy.
- Go to the military base.
- Destroy the sirens.
- Find entrance to the building.
- Locate explosives inside the military base.
- Blow up the gate and enter.
- Turn on power in the basement.
- Find communication section on upper floor.
- Activate the extinguisher system.
- Get to the radio room.

Talk to Colonel Sam Hardy

Talk to Colonel Hardy downstairs by the theater entrance **(1)**. He warns that the military base has an active defensive grid and alarm system. You may need to blow open the gate to get inside the command building.

1. Colonel Hardy
2. Base entrance
3-6. Siren towers
7. Command building entrance
8. C-4 explosives
Military Base
Old Town Cinema

Go to the military base

To exit Old Town Cinema, leave via the roof by taking the ladder down to street level. Or go downstairs into the movie theater and exit the door on the far side. You can also create access to/from the front of the cinema building now. Just go upstairs from the main lobby to the upper lounge (where Purna hangs out, unless you're playing her character). Hop out one of the two open windows onto the marquee outside and lower the ladder.

ANGELA GUERRA RECORDING PART 8

This recording is in the open courtyard west of the cinema. Four workbenches are nearby and the recording is on a table under an umbrella.

Head west across town to the walkway that runs over the bridge to the military base. As you approach the entrance **(2)** on the far side, a hulking Wrestler at the gate sets off the base alarm sirens. This powerful zombie has a massive, mutated right arm that deals crushing blows. Keep your distance as much as possible, making him a dartboard target with your blade weapons. Maneuver around behind him if you want to get in some quick melee hits.

Explore the Western Waterfront

This is a good place to do some side exploration. Instead of entering the military base, take some time to head south along the waterfront toward Villa Henderson and the shop district (including the Sea Market) at Henderson's south end. A number of folks need help en route.

Check out the Sidequests and Rescue Quests sections of this chapter to see what's available.

Destroy the sirens

The sirens' blare is not just a minor nuisance. Loud noise attracts hordes of curious zombies, so you need to turn the sirens off or destroy them. Reaching all four siren horns won't be easy. As you step into the base grounds, a quick cutscene shows one impediment: mines. Another impediment soon arrives: howling zombies. These zombies leap from a second floor window in the building ahead and sprint wildly at you.

Disable the first siren

The closest siren is atop the tower **(3)** a few meters from the entry gate. A handful of mines are in your path. You can shoot or throw weapons at individual mines to detonate them, if you want. Keep a good distance though! Or just run carefully around them. Like other proximity mines, these ones start a detonation sequence of beeps when you're close. But if you run past the mine, the sequence halts and no detonation occurs.

Mine Tactic

One benefit of keeping the mines unexploded is that zombies are stupid—when they attack, they come straight at you, oblivious of any mines in their path. So mines can help eliminate some of the undead harassment.

Make sure you're far enough away from zombie-triggered mine detonations to avoid taking damage yourself.

If you have a gun, it's possible to shoot the siren from the ground to disable it. It might be easier, however, to sprint to the tower's ladder, climb to the top, and turn off the siren's switch or bash the siren with a weapon. Remember to revisit this first siren tower on your way out of the military base; Nora can be found standing here selling her military equipment.

Disable the other three sirens

Move on quickly because two zombies leap from the window every few seconds as long as the sirens are blaring. The three remaining sirens can be disabled in any order. We start by heading down to the base's southwest corner. The siren there is atop another tower in the back corner **(4)**. Climb up and disable it. Find the Shock Gun Mod behind the white medical tent in this area.

ANGELA GUERRA RECORDING PART 10

This collectible is near the entrance in the military base. Find the recording in a green army tent on a metal shelf. Watch for mines along the way. Mines can be triggered from a distance by shooting or throwing things at them to avoid accidents.

Now find the stairs under the archway that lead up to the northern part of the base. Another siren tower is ahead **(5)**. Also notice a massive Wrestler directly down the mined walkway (circled in our shot). Wait a few seconds to let the big beast march at you through the row of mines—he takes a lot of damage. Then climb the tower and disable the third siren.

The last siren is atop the tower on the base's northern perimeter **(6)**. Move toward it, but be wary if the Wrestler is still alive and lurking. Climb the tower and disable the siren. Take a second to enjoy the view of the bay.

Camp Pickups

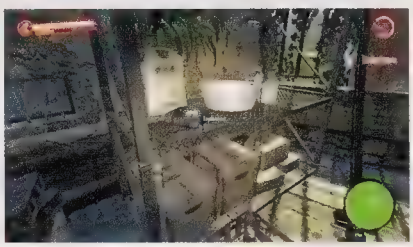
Look for medkits in the white medical tents marked with red crosses. Other tents and enclosures hold crates of ammo and other goodies. Also, there's a Fast Travel map on the tent exterior near the base of the north siren tower **(6)**.

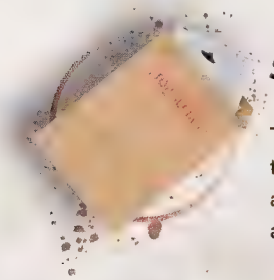
Find entrance to the building

The command center's entrance isn't far from the northernmost siren tower **(7)**. But when the front door is approached, you find a locked metal gate. You need to blast it open.

Blow up the gate

A green search area appears on your map. Track it by heading south along the building and up the stairs to a small patio. A pack of C-4 explosives are here on a utility shelf **(8)**. Return to the command building's front entrance and attach the C-4 to the metal gate. Turn and sprint! You have three seconds to get clear before the explosion.





SECRET FILES PART 7

This secret file is not so secret. It's in front of the green tent with the Fast Travel map on it. The file is on a table along with a Shotgun and ammo.

Turn on the power generator

Inside, the power is out. Via radio, Colonel Hardy suggests turning on a secondary power generator in the basement. When you step from the entry hall into the first main room, bodies are strewn everywhere. Looks like help from the military isn't an option. Hardy wants you to get the power up, find the radio transmitter, and use it to call for help.

Use flares and your flashlight for better vision while following the minimap dotted-line route to a stairwell. Veer to the right past a yellow "Wet Floor" sign and take the stairs down into the basement. Keep following the minimap route along the chain-link partitions to the power box next to a dozing zombie. Approach the switch and turn on the power.

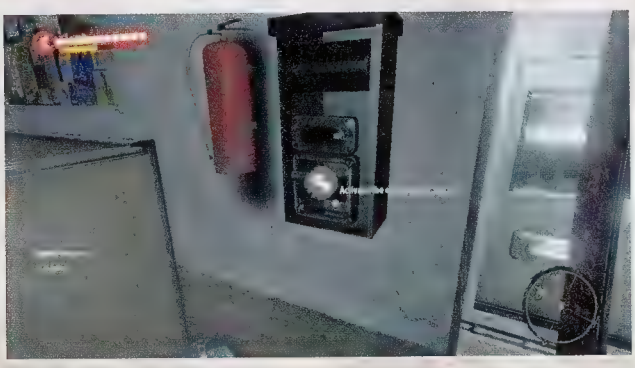
Find the communication section on the upper floor

As the lights flicker on, Colonel Hardy sends you upstairs to find the comm station on the top floor. Use the basement workbench to fix your weapons, and then head back upstairs. When you reach the top landing, push through the door with a green-lit access panel into a smoky room. The minimap route leads to another door where flames block the way. Colonel Hardy reports that a control panel for the building's emergency sprinkler system is across from the main conference room.

Activate the extinguisher system

Again, follow your minimap route. It leads through a pair of large rooms, circling around to the other side of the fire. When you step into the burning room, look to your right for zombies who emerge from the fire!

Then enter the room on the left. Find the extinguisher system switch on the back wall and activate it. Turn around and watch the water douse the fire.



Get to the radio room

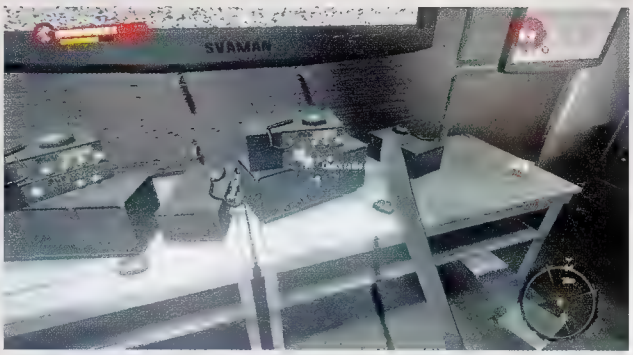
The dousing extinguishes the flaming zombies, so put them out of their charred misery. Then follow the minimap route as it leads through a series of offices and meeting rooms. In one, a poor dead soldier is propped against a door that's knocked out of its jamb.

Fight from room to room until you reach one full of equipment with a big screen. Get ready to take on a powerful boss Grenadier named Meat Thrower at the far end. Activate your Fury if available, and keep dodging his toxic flesh bombs.

SECRET FILES PART 6

This secret file is located inside the military base structure accessible during and after "Militarized Zone." The file is in the final room where the meat-throwing Grenadier can be found. Look for it on a small desk. There's also a mod on a console in the middle of the room.

Approach the equipment on the table underneath the big screen and use the radio. This triggers a cutscene. The man answering your distress call is not Commander Briggs, but none other than Frank Serpo. A key part of his story contradicts what Colonel Hardy has told you, but Serpo promises to send a chopper to the Old Town Cinema to pick up your team.



Return to Old Town Cinema

Technically, the exchange with Serpo completes the "Militarized Zone" quest and begins a new one, "Rescue." It also opens a new chapter of the main story. But we are adding this step here because it's straightforward and part of the previous quest action. Use the minimap route to retrace your path out of the command building. Keep your eyes peeled for the second mod. It's near a Thug in a back office encountered along the way. Sprint out of the base grounds, keeping watch for unexploded mines. Then return to the Old Town Cinema's front entrance and climb the ladder you lowered earlier from the marquee.

SIDEQUESTS: SUPERHERO

HELP EDDIE THE ZOMBINATOR ON HIS EPIC QUEST

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: THREE BALANCED THROWING KNIVES

QUEST GIVER: EDDIE

OBJECTIVES

- Talk to mysterious man.
- Find super-cape.
- Find super-shoes.
- Find super-fish.
- Talk to the Zombinator.

Talk to the mysterious man (Eddie)

A short distance south of the military base entrance, near the Villa Henderson, a guy is trapped on a raised platform **(1).** As you wipe out the zombies gathered around his perch, he calls out odd things like, "The Zombinator needs your help." When the area is clear, hop up the stacked crates to his platform and talk to him.

The man claims to be known as the Zombinator (although the name icon over his head reads "Eddie"), a hero with "vaunted powers"—but he needs a few special items. They are the cape of might, the boots of force, and the fish. And he makes it clear—*especially* the fish.

Damsels in Distress

While heading south looking for Eddie's super-cape, watch for a pair of female survivors who need help. Find Eva (2) to trigger "The Dead Can't Dance" sidequest, and rescue Gianna (3) from zombies who've trapped her.

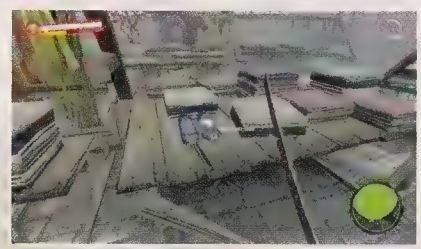
Find the super-cape

From Eddie's perch, move along the waterfront heading south. When the green search area in the city's southwest corner is reached, find a side alley hung with colorful clothing opposite the flooded Sea Market entrance.

Look on the left side for the soiled, whitish, sheet-like cloth **(4)**. Yes, that's the super-cape. Grab it.

Find the super-shoes

Continue south along the waterfront railing into the next search area. Move under the yellow-striped awnings past the food tables and turn left to find clothing on display. Locate the ladder and look at the table to its left. A lone pair of blue shoes **(5)** sits among the other merchandise. Be sure to grab both shoes, left and right—they must be picked up separately.

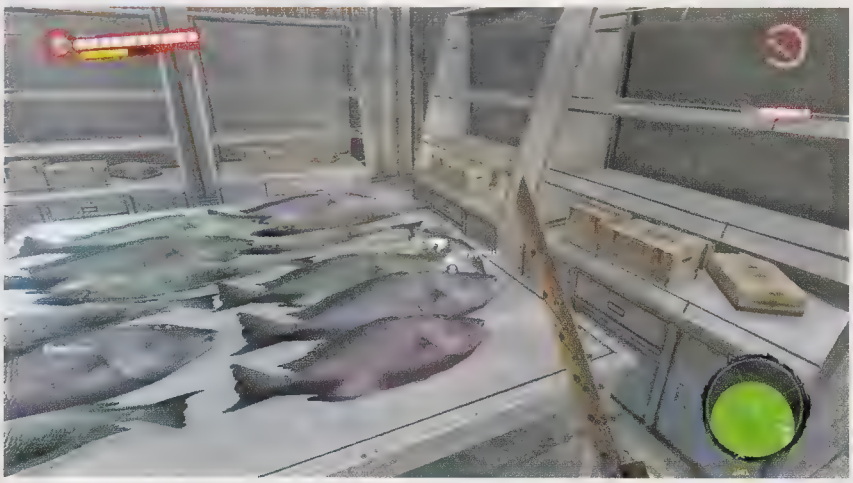


PALANAI ISLAND GUIDE 12

This guide is in the city's southwest section in the shop district. Find it on a clothing market table. The guide is a few clothing stacks to the left from the "Superhero" mission's super-shoes.

Find the super-fish

Proceed eastward through the marketplace area, slaughtering zombies as you go. Find the narrow staircase leading down to the market's central square and locate the food display tables where a big Thug lurks. Take him out, find a corner table full of fish, and grab the small one labeled "Super-Fish" **(7)**.



PALANAI ISLAND GUIDE 15

This guide is located just outside the Sea Market. Find it on an ice-cream cart.

Jorge and Lydia

Look for Jorge Tesoro in a workshop (6) in the market area to trigger the "Perfect Plan" sidequest. At the Sea Market, another woman needs help; find Lydia (8) on the market's roof.

Talk to the Zombinator

Return to Eddie, the Zombinator, back at his super-perch **(1)** and deliver the goods.

Follow the Zombinator on his epic journey

The Zombinator is ready to help you fulfill your destiny. Follow Eddie as he leaps to the ground and makes an amusing run at the monsters. Be his wingman and protect him as he wanders up the slope, pauses, and then runs back to his safe platform.

See what happened to the Zombinator

Here The Zombinator makes an excellent point: You're already out there, he says, and another hero would just confuse people. So he's hanging up his cape for now. Eddie hands over a nice reward, a set of Throwing Knives.

THE DEAD CAN'T DANCE

DEFEND THE WOMAN FROM THE MONSTERS

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: FOUR INCENDIARY GRENADES

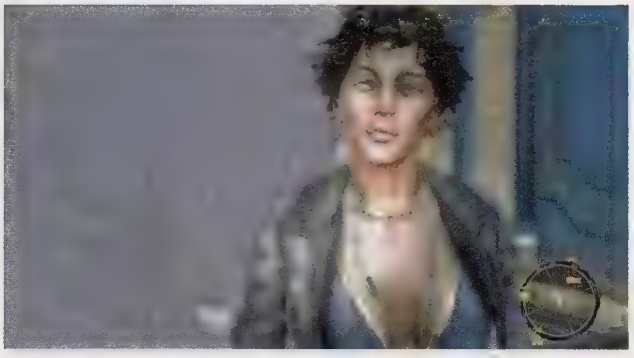
QUEST GIVER: EVA

OBJECTIVES

- ☐ Talk to Eva.
- ☐ Get into the café.
- ☐ Turn off the radio.
- ☐ Kill the power switch behind the café.
- ☐ Go back to Eva.

Talk to Eva

Not far from where Eddie the Zombinator is located in "Superhero," a young woman named Eva is trapped on a balcony **(1)** behind the Villa Henderson sign. Loud music plays as you approach. Find the ladder to the balcony and climb it. Talk to Eva and she says she left the restaurant downstairs so quickly that she didn't have time to turn off the radio. She offers the key and asks if you'll go down and turn off the music, which is attracting zombies.



Get into the café

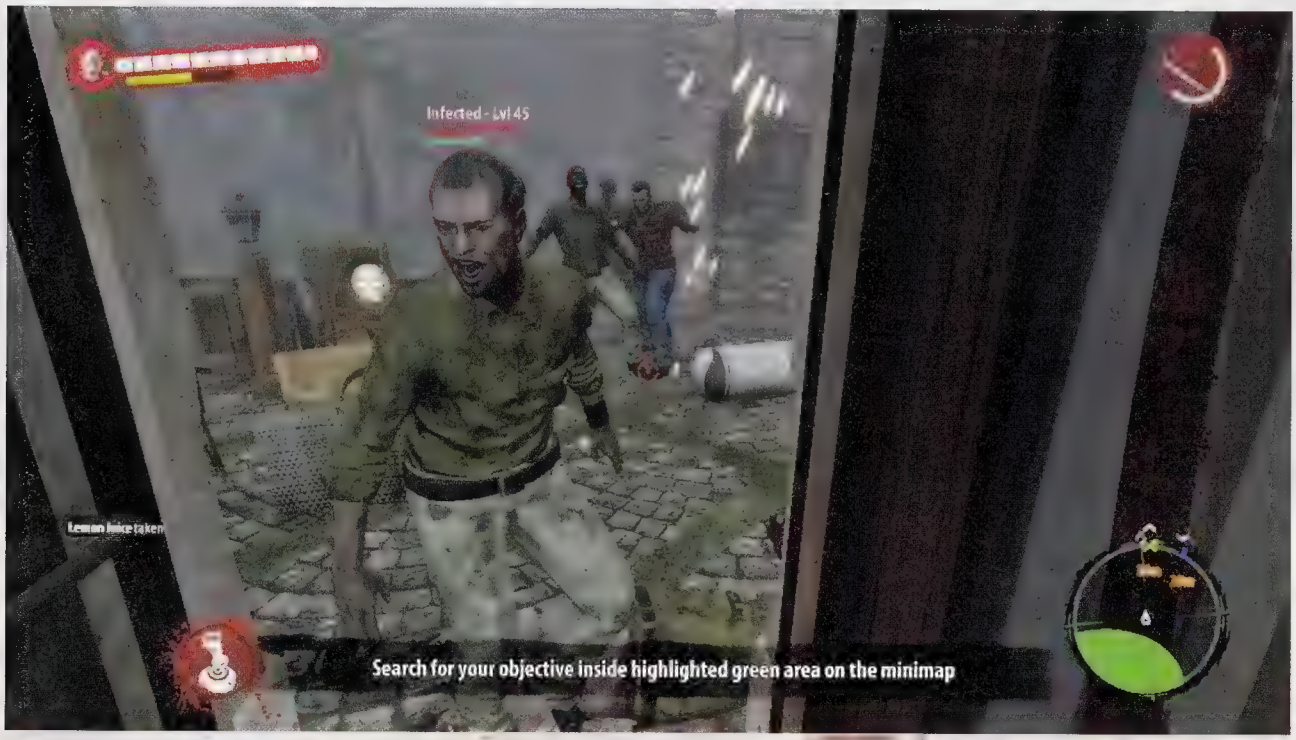
Hop over the railing behind Eva, drop to the ground, and bear to the right. Zombies under the nearby Coffee sign are bashing at the café entrance. Take them out, and then push open the door and go inside.

Turn off the radio

Unfortunately, your entrance sets off the burglar alarm! Bash the Walker dozing on the floor and hurry behind the counter to the radio at the far end. Turn off the radio to eliminate one source of noise. But the alarm switch is nowhere to be found. You need to kill the full power to stop the infernal noise. The power switch is behind the café.

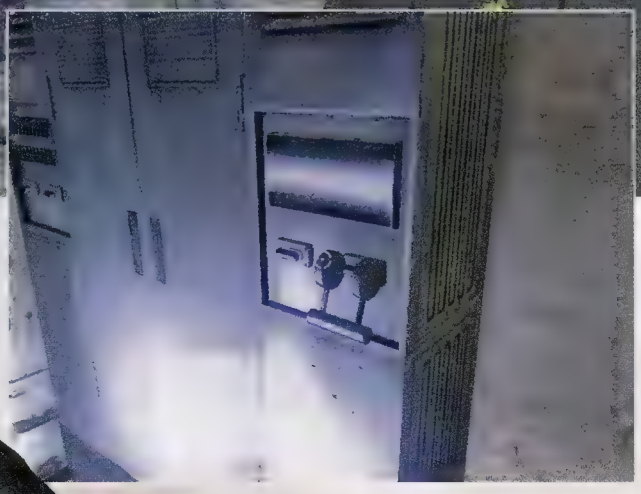
Kill the power switch at the back of the café to stop the alarm

The alarm is attracting zombies like flies, so get ready to fight through a huge swarm when you step back outside. Toss a couple of bombs or grenades, and sprint out after they detonate. A green search area appears on your map to indicate where the power switch is located. It's just around the corner.



Run through the outdoor table service area to the sidewalk. Then turn left and dodge through the gathering zombie horde. You *could* just fight them all, but we have a better way to toast them. Veer left between the huge, mossy tree trunk and the abandoned vendor cart, heading directly through the first archway beyond (see our screenshot). This takes you past the ladder used to climb to Eva's balcony.

Through the archway, a broken power cable is visible on the ground emitting an electrical charge. Move carefully around the cable to the power box just beyond it. Pursuing zombies run into the cable and get electrocuted, a humorous sight. Be ready to fight off any monsters that dodge the cable, and then quickly turn to the power box to pull the switch. At last, the alarm stops. When at the power box, watch your back. The open gate heavy with overgrown vines behind you leads to another area containing a scaffold workbench. Zombies could attack from behind while you're concentrating on the frying undead in front of you.



Go back to Eva

It's just a few steps from the power box back to the ladder to the balcony. Climb the ladder and talk to Eva. She thanks you and says she's heading over to the makeshift hospital. Take the Incendiary Grenades that she offers as a token of her gratitude.

PERFECT PLAN

ROB THE BANK AND BRING THE LOOT TO JORGE

QUEST RANKINGS

DIFFICULTY:

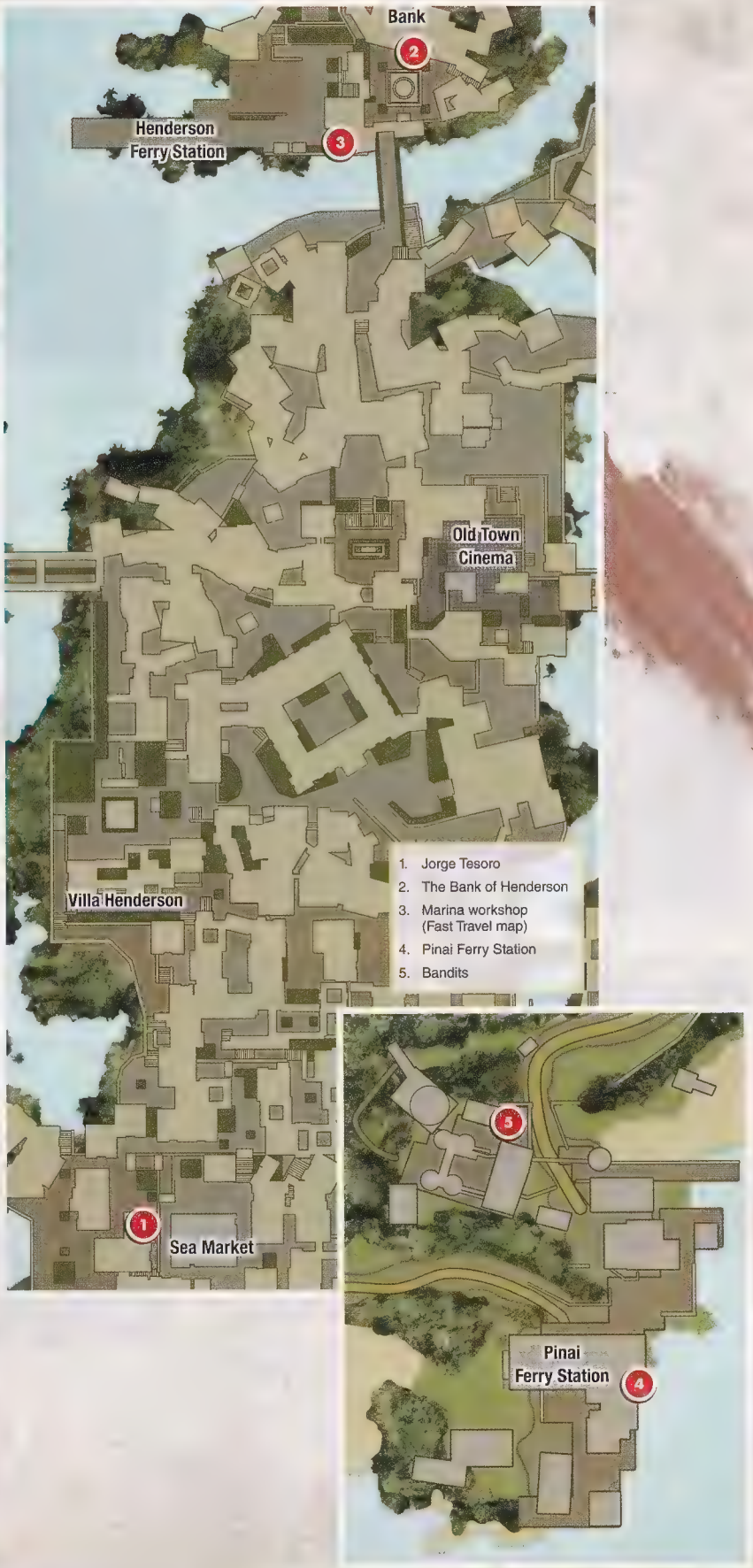
XP:

CASH:

QUEST GIVER: JORGE TESORO

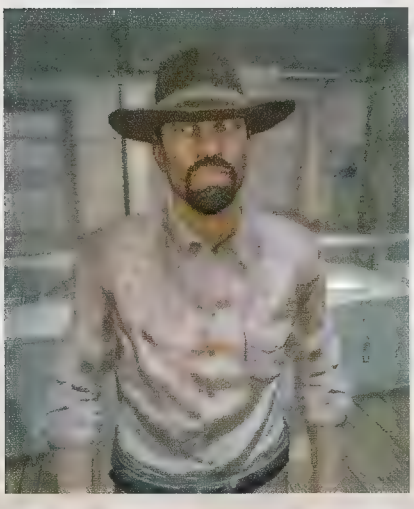
OBJECTIVES

- Talk to Jorge.
- Find and enter the bank.
- Find a way to the bank vault.
- Take the key.
- Open the vault.
- Check the computer for GPS coordinates.
- Go to Pinai Ferry Station.
- Reach the bandits crash point.
- Kill the bandits before they kill you
- Take the money.
- Go back to Jorge.



Talk to Jorge

Find the entrance of a workshop overlooking the Sea Market's west side **(1)** and force the door open. Inside, talk to Jorge. His partners cut him out of a plan to rob the Bank of Henderson. If you can finish the job, he'll split the money with you. What a generous guy. If you agree, he gives you an access card and says his ex-partners are most likely at the bank now.



Find and enter the bank

The Bank of Henderson **(2)** is in the northern part of town. It's way up in the plaza you passed when first leaving the marina square. Make the long, bloody trek through the city, accruing XP and filling up your purse and inventory as you go. Once at the bank, approach the front doors and go inside.

Take the key

Fight across the cubicles to the big office in the back left corner. Activate Fury before entering because a Thug and some infected zombies are taking a meeting and don't like your interruption. After calling a violent adjournment, search the fallen Thug's corpse to find the "Keys to the Bank Vault" quest item.

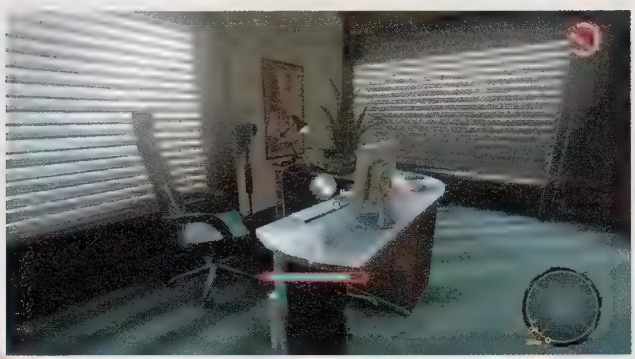
Open the vault

Go through the double doors at the back of the first floor and take the stairs down to the basement. Open the caged door to find a zombie having lunch. End the meal, then turn left and open the vault door. A fellow named Michael Dime is inside.

Dime says his two partners locked him in the vault and took off with the loot in the bank's armored car. The car has a GPS tracker, and you can find it by using one of the bank's computers. Before leaving the vault, patiently check the wall safes and grab cash from any that open. Don't miss this hefty bonus!

Get out of the bank

Go back upstairs and use the computer in the big corner office (where you acquired the key). The armored car is at the Pinai Ferry Station, and it isn't moving. Exit the bank.



Go to the Pinai Ferry Station

Go to the Fast Travel map inside the marina workshop **(3)** and select Pinai Ferry Station. You arrive at the Pinai terminal **(4)**.

Reach the bandits' crash point

Head northwest from the terminal. Weave through the yard, hacking through zombies until you can squeeze through the gate where the yellow ETL delivery truck sits abandoned. Continue past the shattered police cruiser near the bus. Then get a gun or ranged weapon ready and turn left.

Take the money

Both bank robbers **(5)** are armed and dangerous. Try to nail one immediately as you enter the yard. Then hurry to the front of the pickup truck for cover. Slide around the truck and pick off the other bandit. Open the big safe sitting in the truck bed and take the "Bank Treasure" quest item.

Go back to Jorge

Return to the Fast Travel map on the second floor in the back of Pinai Ferry Station **(4)**. Travel to the Old Town Cinema and then move across Henderson to Jorge Tesoro's workshop **(1)**. Talk to Jorge. He splits the haul in half, giving you a substantial payday. And he's got another proposition he'd like to discuss (see the next quest, "A Collector").

A COLLECTOR (CONTINUOUS EVENT)

JORGE IS LOOKING FOR DIAMONDS

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

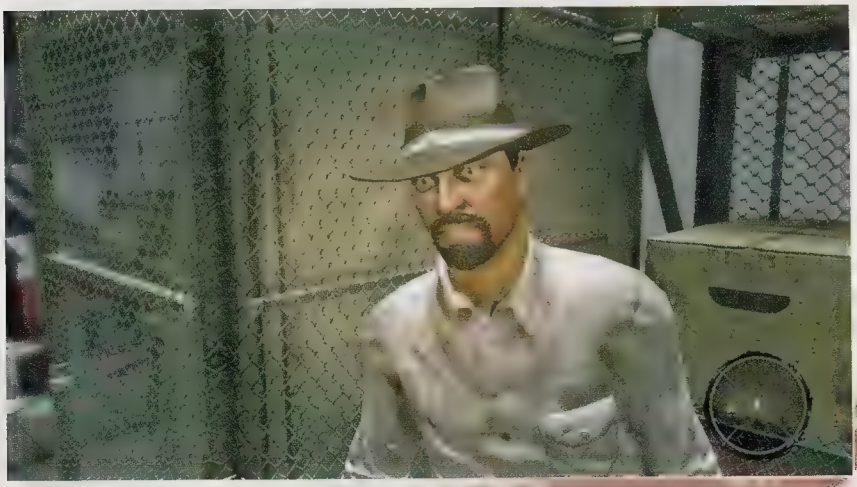
QUEST GIVER: JORGE

OBJECTIVES

- Talk to Jorge.
- Bring Jorge diamonds.

Talk to Jorge

After completing "A Perfect Plan," talk to Jorge again before leaving his workshop. He's looking for diamonds. Can you help him? Of course you can.



Bring Jorge diamonds

If you search each area carefully, you can find diamonds stashed in unusual places. Bring them all to Jorge. He pays better for diamonds than other vendors, plus you get a big XP boost for every transaction.

You can really rack up some bucks just by collecting the two diamonds in the theater every time you enter. One diamond is in the last row of theater seats, and the other is next to the register at concessions.

SAFE HAVEN: PART 2

LOOK FOR MAGGIE'S FRIENDS

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	TANTO
QUEST GIVER:	MAGGIE

OBJECTIVES

- Go to Henderson.
- Search for the hideout in the shop district.
- Enter the building.
- Find out what happened with Maggie's friends.
- Enter the motel.
- Tell Maggie the bad news.

Go to Henderson

Part 1 of this sidequest must be completed in the jungle. If you've made passage to Henderson, but haven't triggered "Safe Haven" yet, use any Fast Travel map to reach the Halai Village compound. There you can talk to the quest-giver, Maggie, and pick up the job. Complete the quest objectives set in the jungle (see "Safe Haven: Part 1" in Chapter 3 of this walkthrough). Then return to Henderson for the rest.

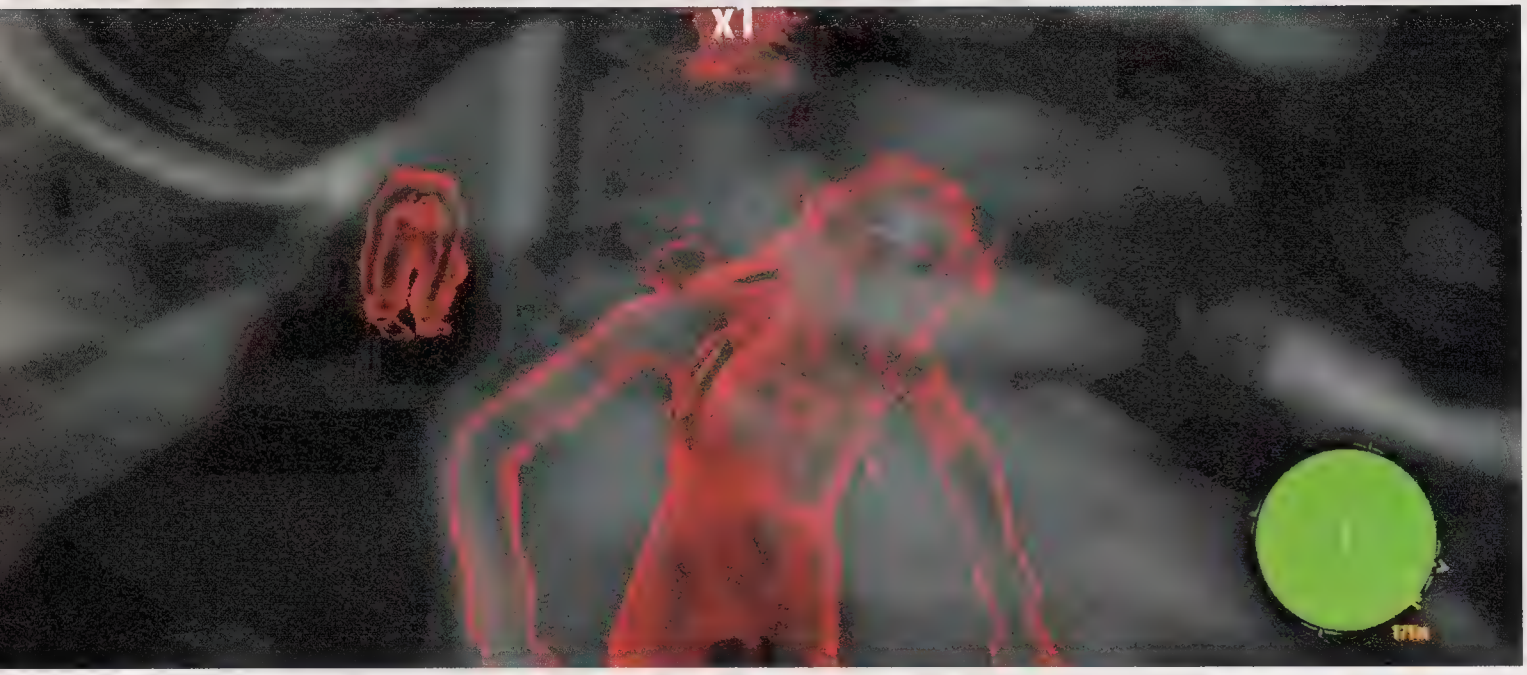
Search for the hideout in the shop district

Work your way to Henderson's shop district in the city's southwestern corner. Follow the route to a Dead Zone labeled "Motel Safe Haven" **(1)** on your map. When you arrive, angry undead are beating on the door. Clear some space.

Find out what happened with Maggie's friends

Approach the door and open it. This is a Dead Zone, so be ready for combat. In the entry hall, look for dozing zombies around corners. Force the first doorway open into a large laundry room packed with more monsters.

This is a good place to activate Fury. Weave quickly through the machines, slicing up anything that moves—but keep a sharp eye out for the Screamer in the back. Her shriek can overcome your Fury and knock you out. When you spot the white-haired shrew, target her immediately, ignoring all other threats. Hit her from a distance with thrown weapons or grenades. Run back to the entry hall and recover if necessary.



It's a brutal slog, like all Dead Zones, but eventually you clear the room. Grab all the pickups in the laundry room. Then duck into the small side lounge and find the "Letter to Maggie" quest item on the desk. Listen to the sad end to their sojourn.

Your motel ordeal isn't quite over yet. When you return to the entry hall, three speedy Infected monsters sprint from the doorway. Eliminate them, and exit the Motel "Safe Haven."

Tell Maggie the bad news

Maggie still waits patiently back at the Halai Village compound, so use any Fast Travel map to jump there. Talk to Maggie to inform her of her friends' sad fate. She thanks you for your efforts and offers a special Tanto as reward.

Pill Cash

While in the Halai Village compound visiting Maggie, remember to find Houston and sell him any painkillers you've collected.

RESCUE QUESTS: RESCUE ALEX

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: ALEX

OBJECTIVES

- Help Alex.
- Talk to Alex.

Help Alex

When heading to the military base, turn left (south) just before crossing the entrance bridge to find a survivor named Alex trapped on his vendor hut's roof **(1)**. Hop up the stack of crates on the hut's left side and walk past Alex to the roof's opposite side. Snarling zombies are on the ground below. Toss death down at them in any form you prefer—grenades, Molotovs, thrown weapons, exploding meat—or just shoot their heads. When they're terminated, turn to Alex.

Talk to Alex

Alex thanks you with a cash donation to your cause. After being rescued, Alex becomes a Plans and Parts Store. The following mods can be purchased from him: Shredder, Pride Gun Mod, Detox Rifle Mod, Shark Mod, and Detox Shotgun Mod. He also carries some nice modifications that could come in very handy, such as the Gas for Lighter and Wristwatch. After hopping off of the hut's roof, you can try clearing the Dead Zone next door, Geoffrey Nape's Warehouse **(2)**. (For more on this, see our Dead Zones chapter.)

RESCUE GIANNA

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: GIANNA

OBJECTIVES

- Help Gianna.
- Talk to Gianna.

Help Gianna

When heading down to the island's southwestern part looking for Maggie's friends in "Safe Haven," watch for a woman named Gianna **(1)** trapped atop a raised platform. Clear out all the zombies slouching around beneath her.

JOHN MORGAN'S DIARY PART 10

This diary is in the same courtyard as "Rescue Gianna." Find the diary to the east behind a barricade of sheet metal and barrels. The Meat Bait Blueprint can also be found in a milk crate here.

Talk to Gianna

Climb the ladder and talk to Gianna. She's impressed, and she pays well. Since you're in the neighborhood, take a shot at some local Dead Zones too, if you haven't already done so. George "Flesh Eater" Serero's apartment **(2)** is to the northeast; Joel "Blackheart" Chubalba's motel **(3)** is to the southwest. Sounds like a couple of really fun guys. Go check them out! (For more on them, see our Dead Zones chapter.)

RESCUE LYDIA

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

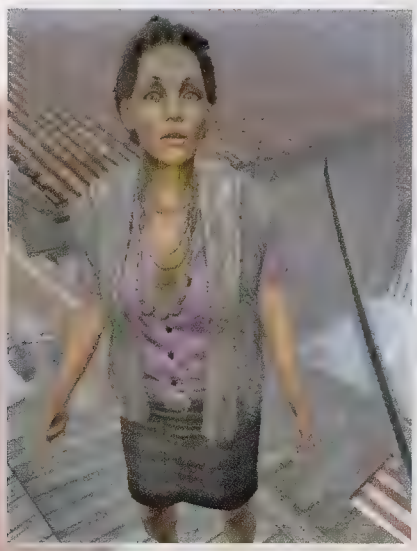
QUEST GIVER: LYDIA

OBJECTIVES

- Help Lydia.
- Talk to Lydia.

Help Lydia

When searching the Sea Market area for Eddie's super-stuff in the "Superhero" sidequest, be sure to lend a hand to the woman trapped above the market. Lydia stands on a corner of the market's roof **(1)**, calling for help. Whip up some Fury and wipe out the zombie pack beneath her.



Talk to Lydia

When the area is clear, find the ladder to the Sea Market roof—it runs up a makeshift platform draped in red cloth. Move from the platform onto the roof and cross over the peak to find and talk to Lydia.

She thanks you and provides a cash reward. Since you're in the market area, check in with Jorge Tesoro in the workshop to pick up the "Perfect Plan" sidequest, if you haven't already done so.

CHAPTER 10: "FLY AWAY"

Your visit to the military base produced some unpleasant surprises, but also one good bit of news—a helicopter is on the way to rescue your team from this godforsaken archipelago. In this chapter, help guide the chopper to the Old Town Cinema rooftop and then lure curious zombies away to another location. While waiting for the evac flight, you can complete all but two of the remaining *Riptide* sidequests.

SIGHT SEE BY CHOPPER

MAIN QUESTS: RESCUE

MARK LANDING SITE ON CINEMA ROOF

QUEST RANKINGS

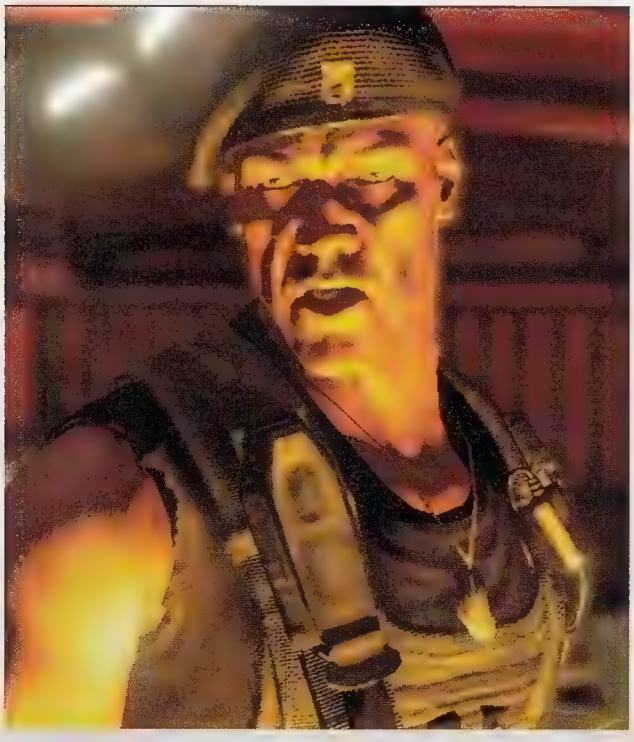
DIFFICULTY:	
XP:	
REWARD:	KATANA
QUEST GIVER:	SAM HARDY

OBJECTIVES

- Talk to Colonel Sam Hardy.
- Convince Jacqueline to burn the reels.
- Place the reels on the roof to mark the landing site.
- Drag the monsters away to the concert scene.
- Find a music CD.
- Turn on the sound system.

Talk to Colonel Hardy

Enter the Old Town Cinema via the marquee ladder in front and talk to Colonel Hardy in the upper lounge **(1).** He makes no apology about his phony nuke story and agrees with your suggestion to burn old movie reels on the roof as a marker for the rescue chopper.

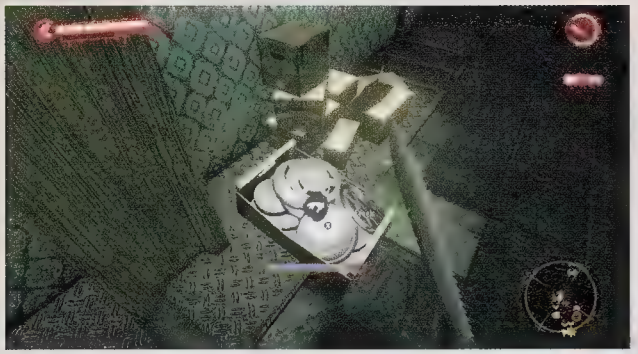


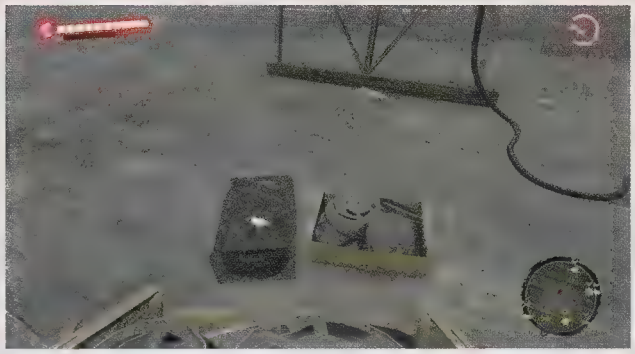
Convince Jacqueline to burn the reels

Find Jacqueline Phantom in the main lobby at the snack bar and talk to her. She's saddened by this plan to burn vintage film, but she agrees it's the best way to guide in the rescue crew.

Place the reels on the roof to mark the landing site

Go into the projection room just to the right of Jacqueline and find two boxes of old film reels. One at a time, carry the boxes to the roof. Place each one on a spot indicated by a box template.





Memorize the Rooftop Layout

Before setting fire to the film reels, spend some time exploring the Old Town Cinema roof. It has multiple levels and several entry points that can be fenced—find all of these. Note the three power switches that briefly electrify cables strung across the floor; test them out. Also note the locations of explosive red canisters. And check out the powerful minigun mounted on a high platform, ladder access only. You have to execute a frantic base defense soon, so know the layout cold.

Ignite the reels

When both boxes are in place, press and hold the button indicated onscreen to ignite the reels. You get a new objective—one that you can't actually complete.

Remain on the roof until the chopper arrives

Stay by the reels as they burst into flames and a column of smoke starts to rise. Soon you hear the crazed snarls of the undead, and Trevor reports that the smoke is attracting them! He suggests a way to draw their attention away.

Start Jacqueline's Project

Before leaving for the concert plaza, run back downstairs to Jacqueline and start the "Better to Forget" sidequest. Then give her any keepsake photos you've gathered so far.

Jacqueline pays well for each one, so you can earn more cash for weapon upgrades at the projection room workbench before heading out into the dangerous city.

Drag the monsters away to the concert scene

Exit the cinema and follow the destination flag a short distance to the concert venue. (Look for the side entrance **(2)** into the plaza.) Lots of infected citizens picnic on each other here. And sure enough, there's a stage set up with huge speakers for a concert. But there's no CD in the music system computer on the table behind the rightmost speaker unit.

Cut the Noise

A Screamer camps in the square between the church and the concert plaza's southeast entrance. Hit her repeatedly from a distance to keep her from unleashing a debilitating shriek.

POSTCARD FROM PALANAI #12

This postcard is on a park bench in the Town Hall and Church courtyard. This is where the Screamer and other Walkers hang out.

Find a music CD

Go behind the stage and find the CD quest item on the table **(3)**. Hey, it's "Sam B's Music Single." Also, the Sonic Pulse Grenade Blueprint is next to it along with a workbench to the stage's side. Buff up your weapons because you're about to attract a zombie festival.

Turn on the sound system

Go back to the computer unit on the stage behind the speaker. Identify the nearest tunnel exit. Then turn on the sound system. Sam B's song starts pounding from the stage speakers, and dozens of zombies come running. Fight some if you want, but the incoming stream is endless and you're likely to get overwhelmed. Your best bet is to run like hell *immediately* after turning on the music. Sprint through the plaza exit tunnel before the throngs arrive. However, if you feel like taking the time, this is a great opportunity to level up on the relentless stream of undead.

Take a sidequest interlude

Once "Rescue" is completed and Henderson's zombified population starts flocking to the concert plaza, the next main quest isn't triggered until you return to the Old Town Cinema rooftop. Use this opportunity to find and complete sidequests for a number of survivors with medical-related issues in east-central Henderson.

Not far from the concert plaza, find Ryan **(3)** behind the church to start "On the Edge." And the nearby makeshift hospital **(4)** in the old Henderson Hostel is a starting point for a number of sidequests: "The Darkness," "Healthcare," "ER," and "Cleaning Job."

EVACUATION

SURVIVE THE ROOFTOP ASSAULT

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: TREVOR ROGERS

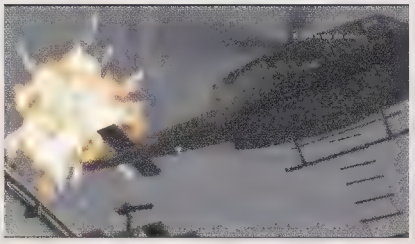
OBJECTIVES

- Return to cinema rooftop.
- Survive attack.

Return to the cinema rooftop

After the CD plays on the concert plaza stage **(1)** in "Rescue," the town zombies are distracted from the signal fire you set on the Old Town Cinema roof. Now the helicopter can make a safe pickup. When you're ready, return to the rooftop **(2)**. Go up the ladder behind the theater or climb to the marquee (if you lowered that ladder earlier) in front and use the interior staircase.

Your arrival triggers a dramatic cutscene. The rescue chopper arrives, but Frank Serpo has limited the passenger list. Colonel Hardy doesn't agree, and pays a price for his stand. The result is an exchange of gunfire that cripples the helicopter and sends it spinning out of control.



Survive the attack

As the scene ends, monsters start swarming the roof. Purna directs the non-immune women to take shelter in a rooftop shack. The rest of you must fend off waves of infected attackers.

Now a Horde Strength meter appears at the top of your screen. The zombies come in waves. Once you destroy all of the monsters in a wave, there's a short respite to repair and reset your defenses before the next one. The basic tactics of base defense apply here once more, as in earlier chapters. Put up fences and plant mines in the gaps. Monitor health icons and help teammates in trouble.

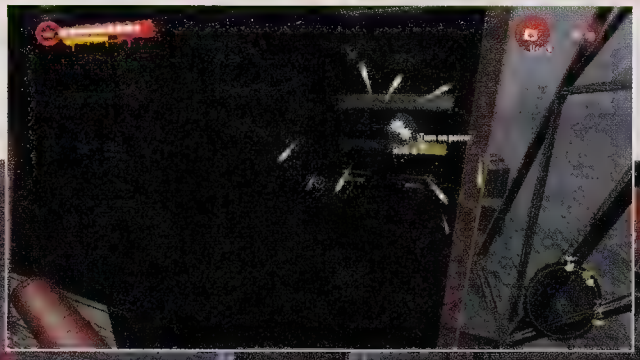
Note that these zombies are classified as "Frenzied"—the Infected are bigger and more brutal, and even the Walkers are more imposing and aggressive. (Watch out for a lone Screamer who shows up about halfway through the fight.) Keep moving and circling so you don't get surrounded or cornered. Check your minimap regularly to see where the skull icons are massing, and toss grenades and bombs into zombie clusters. When available, trigger Group Fury if things get intense.

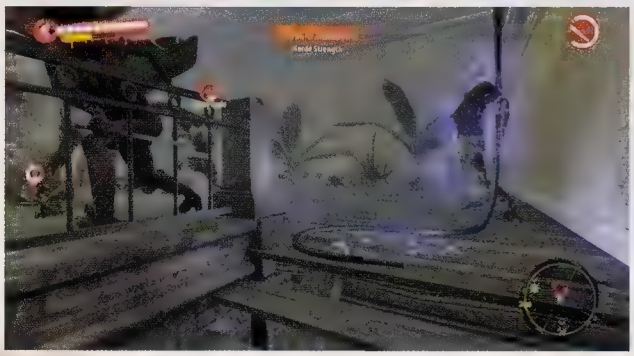
If you checked our tip back in the "Rescue" quest, you should have a good mental picture of the roof's layout. Again, it has multiple levels, and multiple entry points that can be fenced. A grim, tripod-mounted minigun on a high platform provides 400 rounds of zombie-shredding power. Smoke and rain limit your visibility, however. Save the minigun for when the area directly below is overrun with targets.

Minigun Bursts

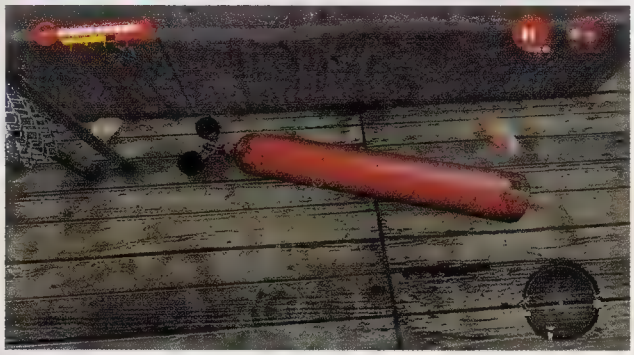
Heed the onscreen warning that the minigun overheats easily. Fire in short bursts, releasing the trigger regularly to avoid a shutdown that requires a cooling-off period.

You can also use three nifty power switches that electrify cables on the ground—one near the ladder to the minigun, and two more up the stairs to the left, not far from each other. Turn these on and lure zombies into the cables' purplish discharge to electrocute them.





Look for grenades and extra Molotovs sitting on crates, and don't miss the M72 LAW launcher with rockets on the ground. Finally, note that a number of red gas canisters are strewn about the area. These are highly explosive and deal serious damage to any nearby monsters.



When the Horde Meter finally drops to zero, the assault ends and the team gathers in the rooftop shack. This ends the quest and begins Chapter 11: "Mistakes Were Made."

SIDEQUESTS: BEST TO FORGET (CONTINUOUS EVENT)

FIND PHOTOS OF HENDERSON CITIZENS FOR JACQUELINE'S TRIBUTE

QUEST RANKINGS

DIFFICULTY:

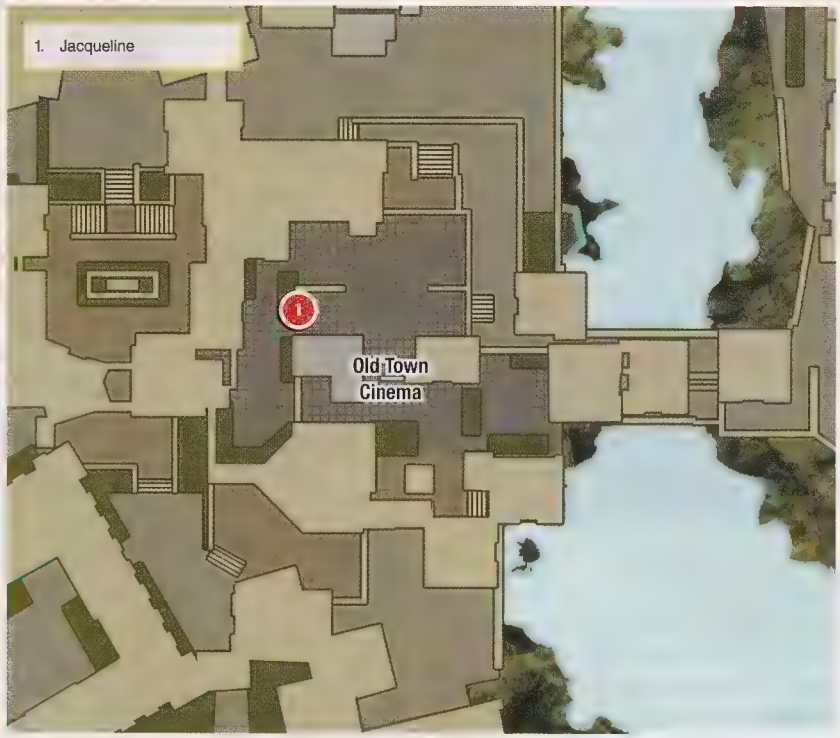
XP:

CASH:

QUEST GIVER: JACQUELINE PHANTOM

OBJECTIVES

- Talk to Jacqueline.
- Bring Jacqueline photos of Henderson citizens.



Talk to Jacqueline

Anytime after setting the signal fire on the Old Town Cinema roof, find Jacqueline Phantom in her theater's lobby **(1)** and talk to her. Jacqueline is creating a wall of remembrance for all the fine folks of Henderson who are either dead or undead. She asks if you can collect family photographs while moving through town; she wants to honor their memory.

Bring Jacqueline photos of Henderson citizens

Look for quest items called "Keepsake Photos" as you explore each new area. (You can find a map of all Keepsake Photo locations in our Collectibles chapter.) Unlike other quest items, these Keepsake Photos regenerate whenever there is a map load. For example, when returning from a Dead Zone or from a Fast Travel from another map. Find Jacqueline in the Old Town Cinema lobby and deliver any photos you've collected. In return, she pays out a nice cash reward for each photo, plus you gain a significant XP boost. Take advantage of the regenerating Keepsake Photos to fatten your bankroll and earn a lot of XP.

BRING RYAN HIS MEDICINE

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: RYAN

OBJECTIVES

- Talk to Ryan.
- Get into Ryan's apartment.
- Find Ryan's medicine.
- Bring Ryan his medication.

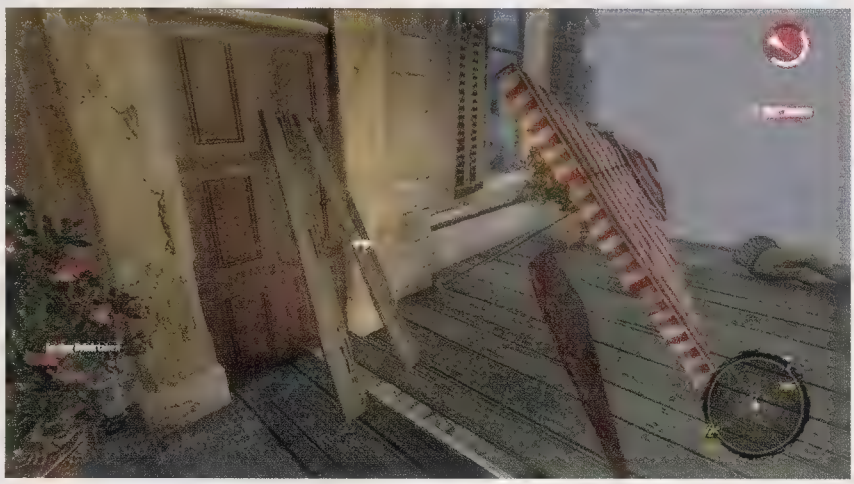
Talk to Ryan

When visiting the concert plaza area for "Rescue," work your way down the slope south of the nearby church. Someone is calling for help from above **(1)**. Clear out the zombie horde (including a Thug) and find the ladder near the tables at the slope's bottom. Climb to the platform and then jump across the gap to another scaffold.

Scramble up the red-tile roof to find a poor fellow named Ryan on the balcony. He's desperately in need of his MS medication; the pills are in his apartment, which is in the building behind you.

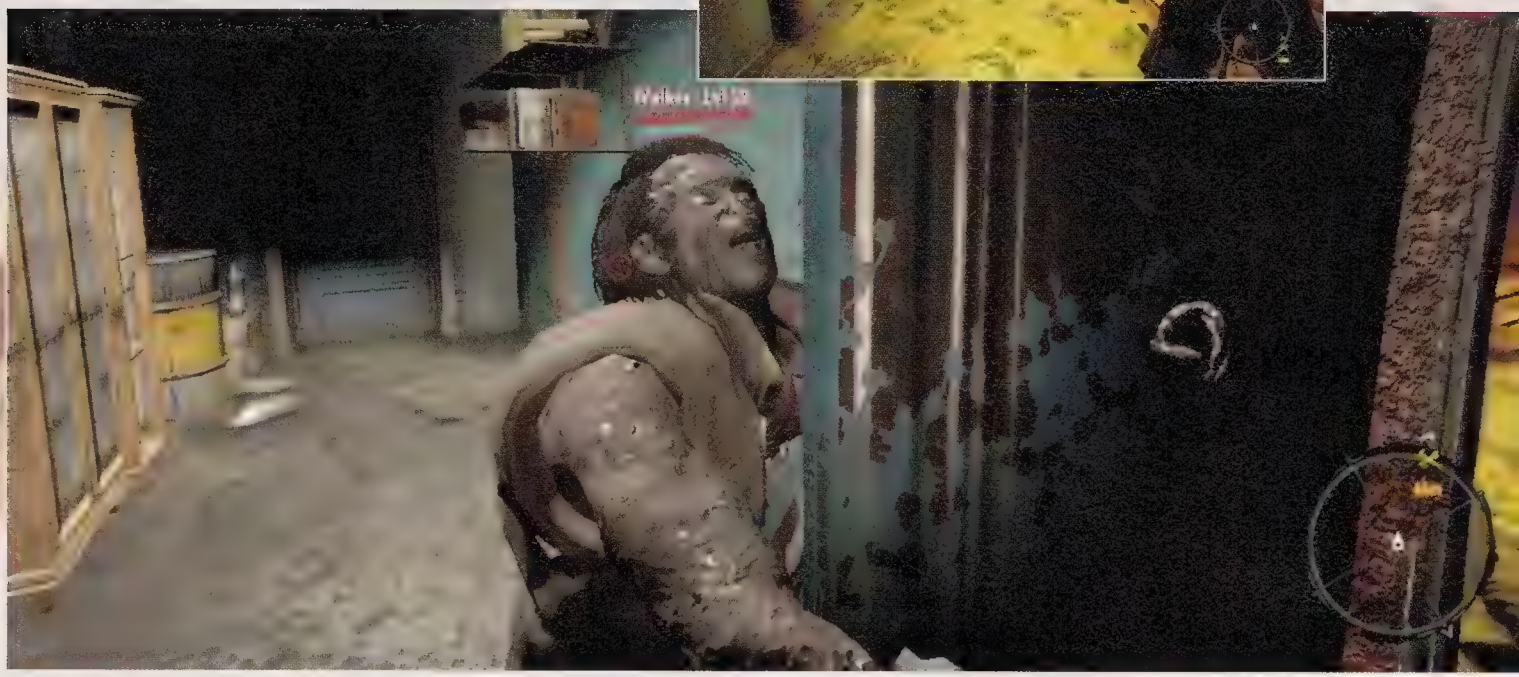
Get into Ryan's apartment

To get inside, approach the blockaded door on the balcony near Ryan. Remove each of the two planks of wood from the door. Then enter the house. A new area loads and you start at the top of a staircase inside.



Find Ryan's medicine

Ryan's house is flooded with rancid water and filled with zombie interlopers. At the bottom of the stairs, go straight ahead through the open door and follow the hallway to the right. Several monsters, including a Thug, howl and pound on the door at the hall's end. Trigger Fury and decimate the pack. Then force open the door and take out the zombie waiting on the other side.



Move down the next hall and open the door at the end to enter Ryan's apartment. A green search area appears on your minimap, letting you know you're close to your objective. Unsavory characters with carnivorous intent are clustered in the living room. Terminate them. Then grab the medicine from the bookshelf on the right (circled in our shot), near the wall clock.

Bring Ryan his medication

Exit the apartment and head back up the stairs to the balcony where Ryan waits. Unfortunately, Ryan now needs a bit more than just medicine. He needs killing. Put Ryan out of his misery and move on. (After finishing "On the Edge," check the nearby makeshift hospital **(2)** for more sidequests.)

RESTORE ELECTRICITY IN THE MAKESHIFT HOSPITAL

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: HATCHET

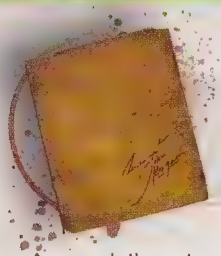
QUEST GIVER: CECIL

OBJECTIVES

- Find Cecil in the makeshift hospital.
- Check what's wrong with the electricity.
- Kill all monsters in the basement.
- Talk to Cecil.
- Find an electric part in Greg's place.
- Repair the circuit breaker.
- Talk to Cecil again.

Find Cecil

After finishing "Rescue" and leaving the concert plaza, head south to the makeshift hospital **(1)** and enter. This is the Happy Time Hostel building, now transformed into a medical facility, and it seems to be blessedly zombie-free—at least the upstairs, anyway. But it's dark; the power seems to be out. Note the Fast Travel map behind the front reception desk.



JOHN MORGAN'S DIARY PART 7

John's seventh diary is inside Henderson's makeshift hospital. It's on the lobby counter to the left as you enter.

Approach the gate and use the intercom on the right. A voice invites you upstairs for a "closer look," and the gate opens.

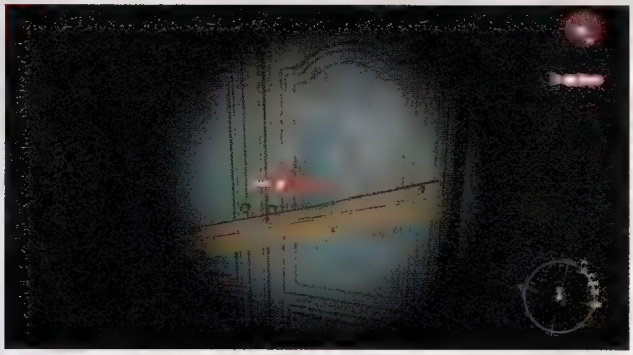
Climb the stairs to see patients in beds. Find Cecil just around the first corner and talk to him. He confirms that the power is out, and asks if you'd check the main circuit box in the basement. He fears that infected patients may be the cause.

Light Source

Remember that your flashlight battery runs down and needs time to recharge. Bring plenty of flares to toss for lighting in the pitch-black basement.

Check what's wrong with the electricity

Head back downstairs to the entrance lobby. Turn left and go down another staircase to the basement level. Remove the plank that barricades the door—monstrous breathing is on the other side, so be ready.



Kill all monsters in the basement

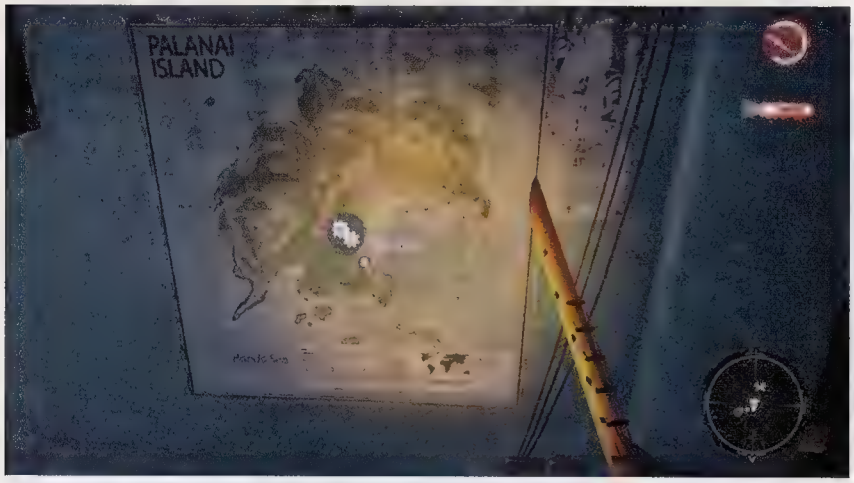
Open the door, toss a flare, and start killing zombies. You must kill every zombie in the basement area before the power switch is accessible. The first hallway beyond the doors is a good place to use Fury, since many monsters including a Thug lurk here. Eliminate all targets in the hall. Then go around the corner and push through another door (tossing a flare in ahead) to a storage room with more zombies.

When the last red skull icon disappears from your minimap, a destination flag appears. Follow it to the main circuit box and turn it on. Lights flicker on briefly, then everything plunges back into darkness. Yes, another blown fuse. Fuse boxes seem to be quite a problem in post-apocalypse Henderson.

Talk to Cecil again

Head to the top floor and talk to Cecil. He doesn't have a fuse, but sends you to a general store, called Greg's, near the army base. He warns that the owner is "a bit of an ass."

Go downstairs to the Fast Travel map behind the front desk and use it to select "Palanai Military Outpost." You arrive at the Fast Travel map outside one of the base tents **(2)**.



Find an electric part in Greg's place

A new destination flag appears on your map. Move across the grounds to the military base entrance, cross the bridge, and find the first door behind the barricades **(3)** on the street's left side. Look through the window to see a snarling monster inside—Greg's a bit more than just an ass now. Force the door open and slay "Infected Greg." Then empty the cash register and take a fuse from the open red box in the back.

Repair the circuit breaker

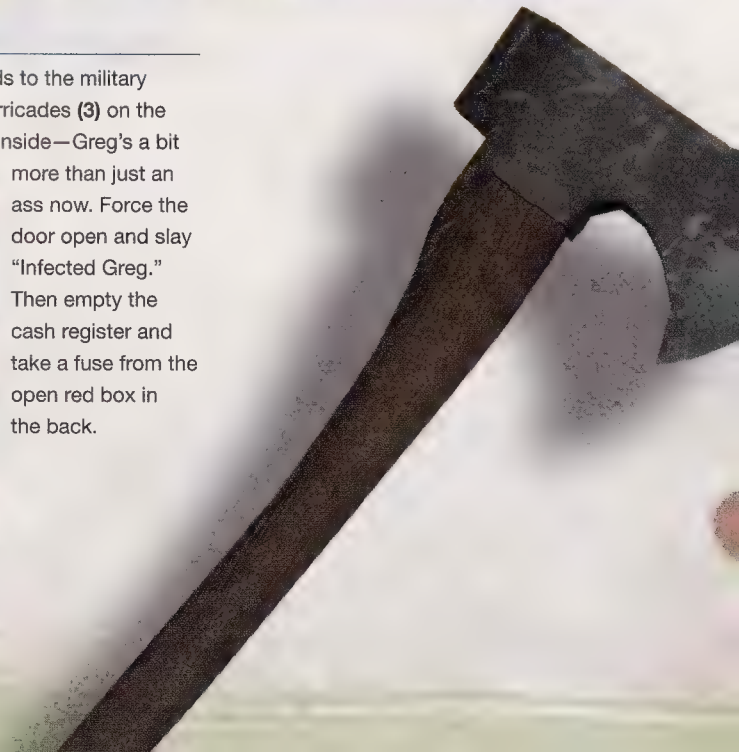
Return to the fuse box in the makeshift hospital's basement **(1)** and install the new fuse. Then turn on the power to restore the lights.

Talk to Cecil

Head upstairs and talk to Cecil again. He offers a powerful Hatchet as reward. "The Darkness" is now complete. Take the Hatchet and talk to Cecil again to trigger a new sidequest, "Healthcare."

Nina Needs Bleach

If you've already completed the "Ladies First" sidequest, the liberated Nina has joined the crew at the makeshift hospital. Meet Nina upstairs at the doorway to pick up the continuous event quest, "Cleaning Job." If you have lots of bleach in your inventory, it's possible to earn quite a bit of cash from her. (See "Cleaning Job" later in this chapter.)



HEALTHCARE

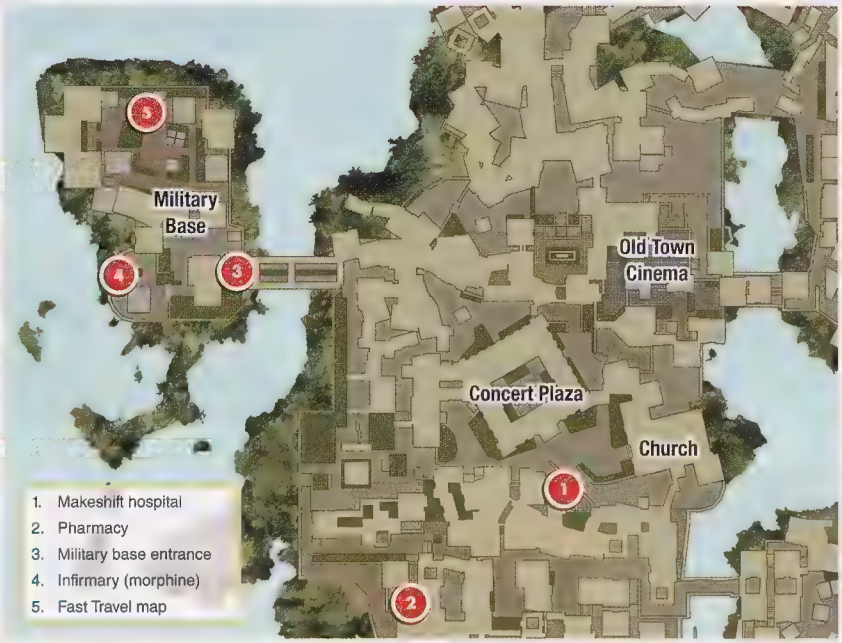
FIND MORPHINE FOR CECIL'S HOSPITAL PATIENTS

QUEST RANKINGS

DIFFICULTY:	
XP:	N/A
REWARD:	CONSTRUCTION HAMMER
QUEST GIVER:	CECIL

OBJECTIVES

- Talk to Cecil.
- Search the pharmacy for the morphine.
- Find a way to the military base.
- Find morphine.
- Talk to Cecil again.



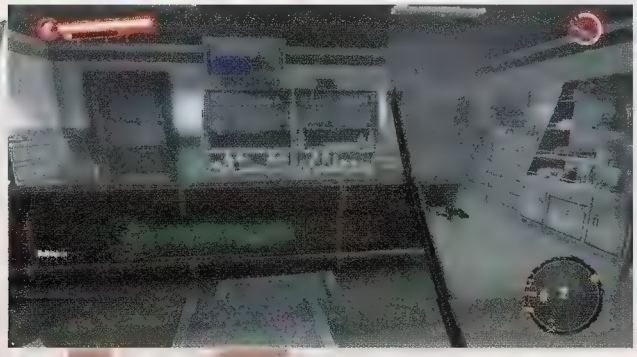
1. Makeshift hospital
2. Pharmacy
3. Military base entrance
4. Infirmary (morphine)
5. Fast Travel map

Talk to Cecil

After completing "The Darkness," take the weapon Cecil offers as reward. Then talk to him again **(1)**. He needs a strong painkiller for his patients, preferably morphine. He suggests you try the nearby pharmacy. Exit the makeshift hospital.

Search the pharmacy for the morphine

Find the pharmacy not far to the southwest **(2)** and enter the abandoned store. You must check three places inside for the morphine. Fight off any zombies, and then approach the tray on the shelf behind the counter. Hold the button indicated to check for drugs. Nothing!



Repeat this process at each of the two shelves against the right wall. No luck at either. Here you automatically contact Jacqueline, who suggests trying the infirmary at the military base. Before leaving the pharmacy, be sure to check the cash register and safe for money.

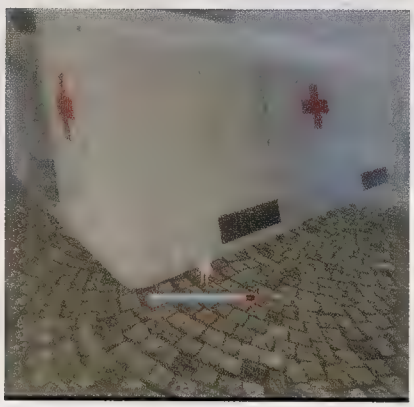
PALANAI ISLAND GUIDE #16

This guide is located on this western narrow walkway. It's under a tree on a park bench.

Find morphine

Head north up the waterfront to the military base entrance's checkpoint **(3)**. A green search area appears on your map covering the base's southwest quadrant. Cautiously approach the area—a big ham-fisted Walking Carcass patrols the patio. Methodically lead the beast over any mines planted on the cobblestones to take down his health, and then terminate him. (Or just avoid him if you want.)

Find the white tent emblazoned with the red cross **(4)** and look for a bottle of morphine inside. It's sitting on a table next to one of the medical cots. Now you can return to Cecil in the makeshift hospital. Use the Fast Travel map **(5)** on the tent at the military base's northern end to jump directly to the hospital lobby.



Talk to Cecil again

Go upstairs to Cecil and deliver the morphine. Now he can give relief to his burn victims. Don't forget to grab the mighty Construction Hammer he offers as reward. Then go talk to his assistant Sean to start the "ER" sidequest.

FIND SURGICAL TOOLKIT FOR SEAN

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: MEAT MALLET

QUEST GIVER: SEAN

OBJECTIVES

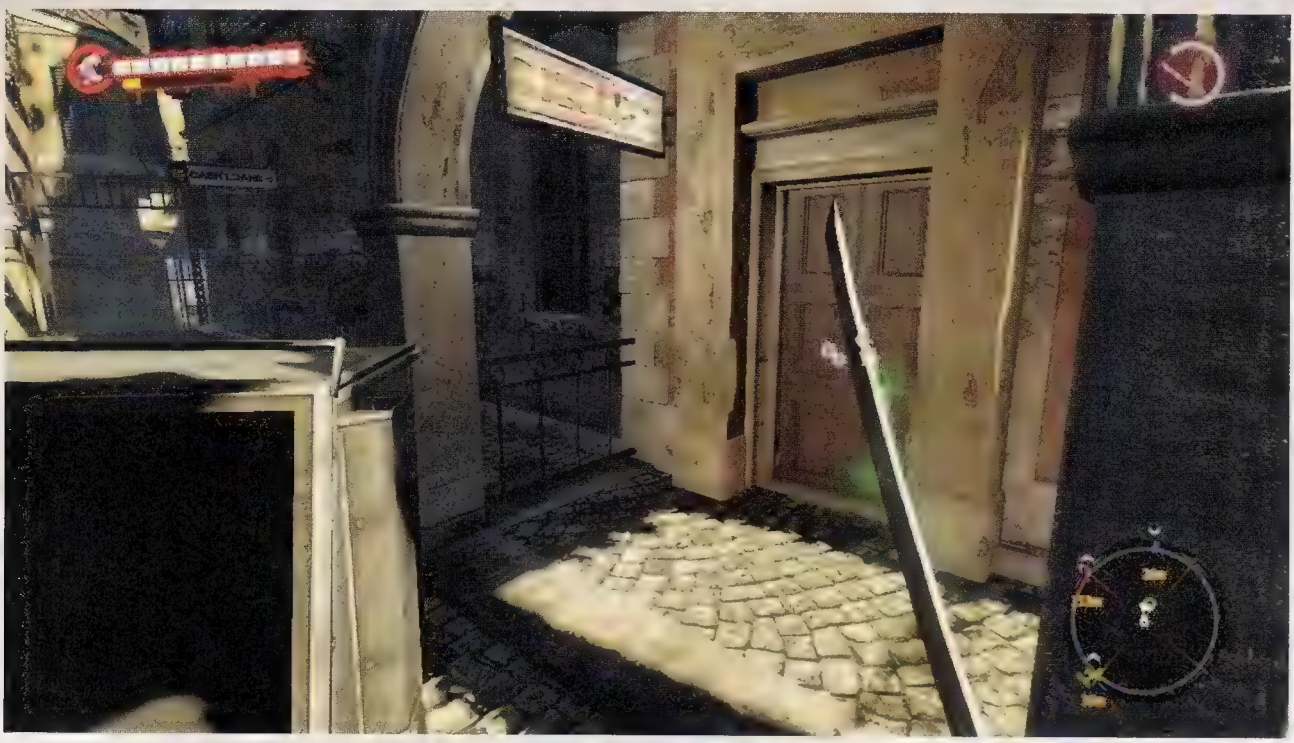
- Talk to Sean.
- Find surgeon's apartment.
- Find surgical toolkit.
- Return to Sean in the hospital.

Talk to Sean

After restoring light to the makeshift hospital **(1)** in "The Darkness," find Sean upstairs and talk to him. He needs surgical tools to perform an operation.
He sends you to a fellow surgeon's place in Henderson.

Find the surgeon's apartment

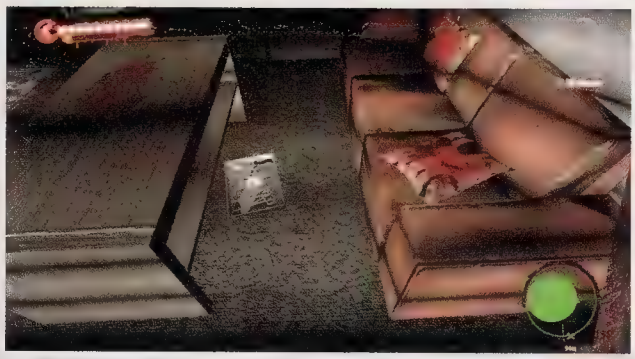
Follow the destination flag icon to the surgeon's apartment building **(2)** down in the town's southeast corner. The front door is under a Pizza sign, oddly enough. Enter and begin your search.



Find the surgical toolkit

The first hallway features some tough customers. A Suicider and a Thug join the usual motley crew of monsters. Nail the Suicider from afar. Push open the door at the end of the hallway. The lady of the house is not pleased to see you. Be a bad guest and kill her.

As you enter the apartment, a green search area appears on your minimap. Open the door at the end of the entry corridor to find Stan the surgeon relaxing in his living room. Unfortunately, he's an Infected Doctor now, so help him relax permanently by beheading or bludgeoning him to a pulp. Maybe lop off an arm or two as well. Then snatch his surgical toolkit from the floor between the sofa and the coffee table. If Stan is headless and armless, he probably doesn't need tools anymore.



Return to Sean

Exit the apartment building and make the trek north to the makeshift hospital **(1)**. Inside, find Sean in the same spot and deliver the surgical toolkit to complete the quest.

CLEANING JOB (CONTINUOUS EVENT)

NINA IS LOOKING FOR BLEACH

QUEST RANKINGS

DIFFICULTY:

XP: N/A

CASH:

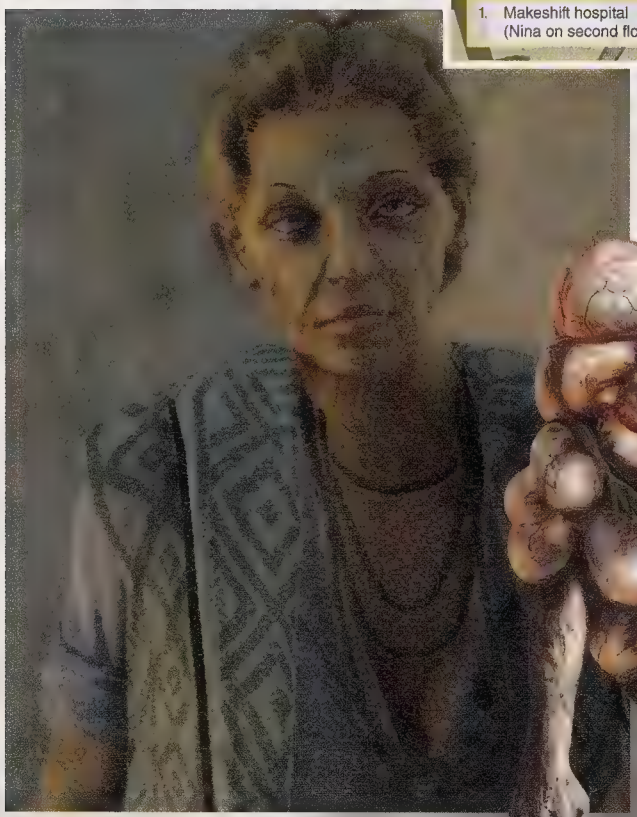
QUEST GIVER: NINA

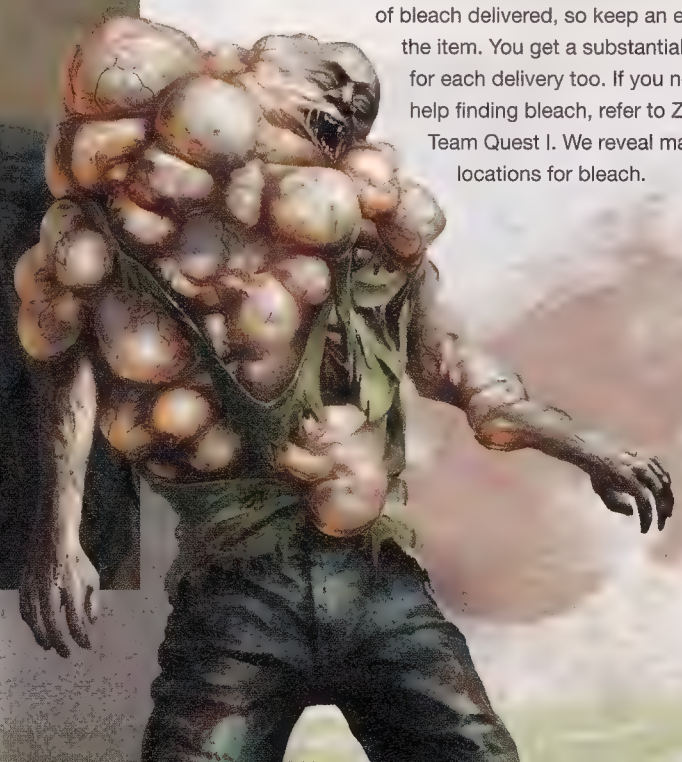
OBJECTIVES

- Talk to Nina.
- Bring Nina boxes of detergent.

Talk to Nina

After rescuing Nina from her electrified basement in "Ladies First" (sidequest walkthrough in Chapter 8: "Blockbuster"), she goes to the makeshift hospital **(1)** for safety. Being a helpful sort, Nina wants to lend Dr. Cecil a hand by keeping surfaces disinfected with bleach.





Bring Nina boxes of detergent

If you've thoroughly explored and pillaged, you probably have a lot of bleach in your inventory already. Nina pays for every box of bleach delivered, so keep an eye out for the item. You get a substantial XP boost for each delivery too. If you need more help finding bleach, refer to Zoey's Team Quest I. We reveal many static locations for bleach.

CHAPTER 11:
"MISTAKES WERE MADE"

When the Old Town Cinema's rooftop massacre ends, the team struggles to plan a next move. With the chopper disabled, any escape from Palanai now seems a remote possibility. The only desperate option is to find Frank Serpo and hope he knows another way off the island. In this chapter, you track down the crippled copter and its passengers. You can also help Marvin with a family matter on the side.

VISIT HISTORIC FORT

MAIN QUESTS: THE CRASH

INSPECT HELICOPTER WRECK

QUEST RANKINGS

DIFFICULTY:	
XP:	
REWARD:	AUTO RIFLE
QUEST GIVER:	TREVOR ROGERS

OBJECTIVES

- Talk to Trevor.
- Find helicopter crash.
- Find someone alive.
- Follow the blood.
- Find way to lower floor.
- Find alternative way to the staircase.
- Find way into locked room.
- Talk to surviving crew member.
- Go to the fort tower.

Fort: Upper Level
Fort: Lower Level
1. Trevor Rogers (rooftop shack)
2. Helicopter wreck
3. Entry door to fort cellars
4. Stairs to cellars
5. Locked gate
6. Door
7. Locked gate
8-9.Prison cells
10. Storeroom (workbench)
11. Room (dozing zombies)
12. Cell corridor
13. Zombies
14. Thug
15. Staircase
16. Corridor
17. Big room
18. Barricade
19. Wounded pilot
20. Tower entrance

Talk to Trevor

After fending off the frenzied zombies, you end up in the storage shack **(1)** on the Old Town Cinema roof. Approach Trevor Rogers and take the Katana he offers. This is actually the reward for completing "The Rescue," but you couldn't collect it from Colonel Hardy for obvious reasons. Then talk to Trevor Rogers.

Trevor wonders if he can patch up the damaged helicopter. If not, the only hope is to contact Frank Serpo and ask about other ways to escape Palanai. The chopper appears to have crashed near old Fort Henderson; Trevor suggests following the smoke.

Find the helicopter crash

Exit the shack and use the rooftop workbench to get your weaponry in top shape. Then descend to the streets and start moving to the old fort at Henderson's southeastern tip **(2)**. It's a lengthy, dangerous trek. When you finally arrive, cross the long, narrow cobblestone entry bridge and climb the stairs to discover the chopper engulfed in flames and surrounded by a crowd of curious monsters. This is a good place for some Fury. Wipe them out!

POSTCARD FROM PALANAI #13

This postcard is located in Rodrigo's Workshop. It's on the bulletin board behind the counter.

SECRET FILES PART 8

This file is on the Fort of Henderson's first tier. Look on the crashed helicopter's left side on the backseat. The Fort of Henderson becomes accessible during "The Crash."

Find someone alive

So the helicopter is not salvageable. Where's the crew? Head down the staircase to the northwest of the chopper. Bloody prints lead to a door at the bottom **(3)** with one red handprint. Somebody is wounded—perhaps a crash survivor.

Follow the blood

Open the door and enter. After the new area loads, pick up the Striker Shotgun Mod from the first room. Then veer to the right, following bloody prints through the open metal gate and down the stairs **(4)**. Once at the bottom, you can "Check the gate" **(5)** but it's locked. You need to find another way in.

Find a way to the lower floor

Climb back up the stairs. At the top, the heavy door to the right suddenly explodes open **(6)**. Kill the undead pack that emerges. Then proceed down the corridor.

To your right, more zombies grasp through bars from inside prison cells. (If you want, you can attack them without getting close enough to suffer damage.) Up ahead, beyond another locked gate **(7)**, a staircase **(15)** leads down to the lower level.

Find an alternative way to the staircase

Follow the main hallway around the corner and fight to the second door on the right **(8)**, the only one that opens. It leads into the prison cells passed earlier. Clear them out and go through the next cell **(9)** to return to the main hallway.

Continue down the hall to a big storeroom **(10)** filled with explosive red gas canisters plus a workbench where you can tune up your weapons. Pick up the Pride Rifle Mod from a nearby crate. Carry a gas canister to the next door, set it down, then push open the door to reveal a smaller room full of dozing zombies **(11)**. They're slow to rise, so there's time to toss in the gas canister and then shoot it. It creates a nice blast and clears the room.

Fight through the feeding monsters in the next room and push though the next door. Proceed down a narrow hall **(12)** with more prison cells on the right. (Two of the cell doors open; check them for items.) At the corridor's end **(13)**, watch for zombies coming from both the left and right.

Continue along the infested passage; watch for a powerful Thug just around the corner **(14)**. At the hall's end, turn right and finally access the staircase **(15)** you saw earlier through the locked gate leading to the lower level. The Razor Mod can be found on the shelf at the bottom of the stairs.

Find a way into the locked room

The lower level is flooded with water, so slosh along the corridor **(16)**. Enter a big, empty room **(17)**. As you move across it, a green search area appears on your minimap. Follow it through the far doorway into another corridor. To your left, find a barricade **(18)** of boxes and boards. Looks like somebody is trying to keep out zombies.

Hop over the barricade. Just ahead to the right is the metal gate that wouldn't open when you first descended into the cellars **(5)**. Remove the length of pipe jammed through the handles so you can open the gate. Then cross the room to the other door under the sparking light and force it open.

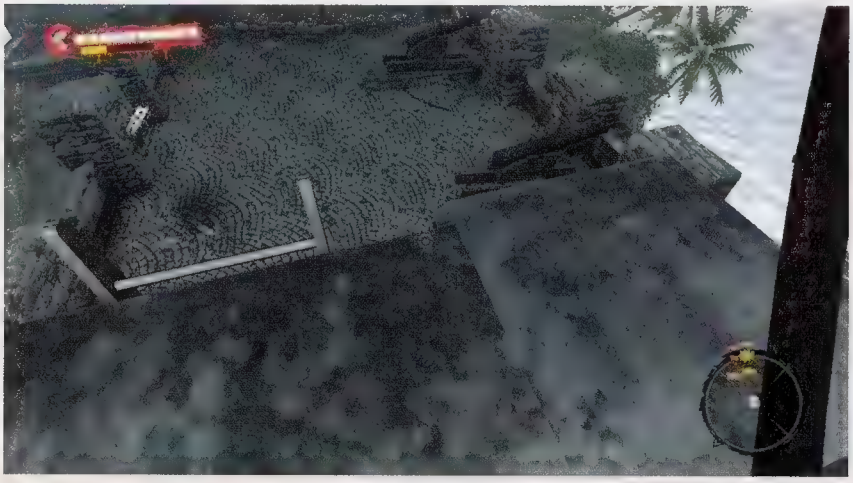
Talk to the surviving crewmember

Inside, find the wounded helicopter pilot—he's lying on a box in the back right corner **(19)**. Talk to the pilot to learn that Serpo is likely still alive; he abandoned the crew after the crash.

Go to the fort tower

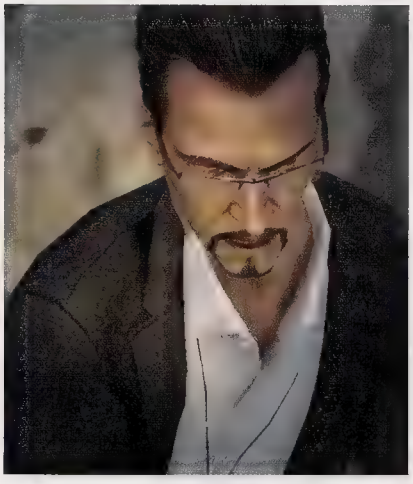
Exit the room, go through the gate **(5)** you just unlocked, and then climb the stairs and head back outside. Move across the courtyard past the burning chopper and up the staircase on the opposite side.

Climb the ladder, hop over the parapet at the top, and then climb down a second ladder that descends into the tower courtyard. Cross the courtyard to the tower door **(20)**. Here you get a new objective.



Find and talk to Frank Serpo

A green search area now covers the entire tower on your map. But finding Serpo is easy. Just follow the only route available through the rooms past a workbench, and then ascend the tower staircase. On the upper platform, Serpo is around the corner—injured and unarmed. He puts up no struggle whatsoever. When you talk to Serpo, he tells a disturbing story about the v sirus, a possible vaccine, and the actions of Harlow Jordan.ç



When the conversation is over, you automatically call your team and suggest they use the fort as a new safehouse. This ends the quest and begins Chapter 12: "Quarantine Zone."

SIDEQUESTS: FAMILY TIES

FIND OUT WHAT HAPPENED TO SYLVIA, MARVIN'S WIFE

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: WAKIZASHI

QUEST GIVER: MARVIN

OBJECTIVES

- Talk to Marvin.
- Find Sylvia's house.
- Look for clues to Sylvia's whereabouts.
- Find and search Sylvia's parents' apartment.
- Tell Marvin about your investigation.

Talk to Marvin

This quest becomes available after the frenzied base defense in "Evacuation." If you decide to start "Family Ties" before completing the next main story quest ("The Crash"), look for Marvin in the Old Town Cinema's rooftop shack **(1)**. If you wait until after completing "The Crash," Marvin moves with the rest of the team to the tower in Fort Henderson **(2)**.

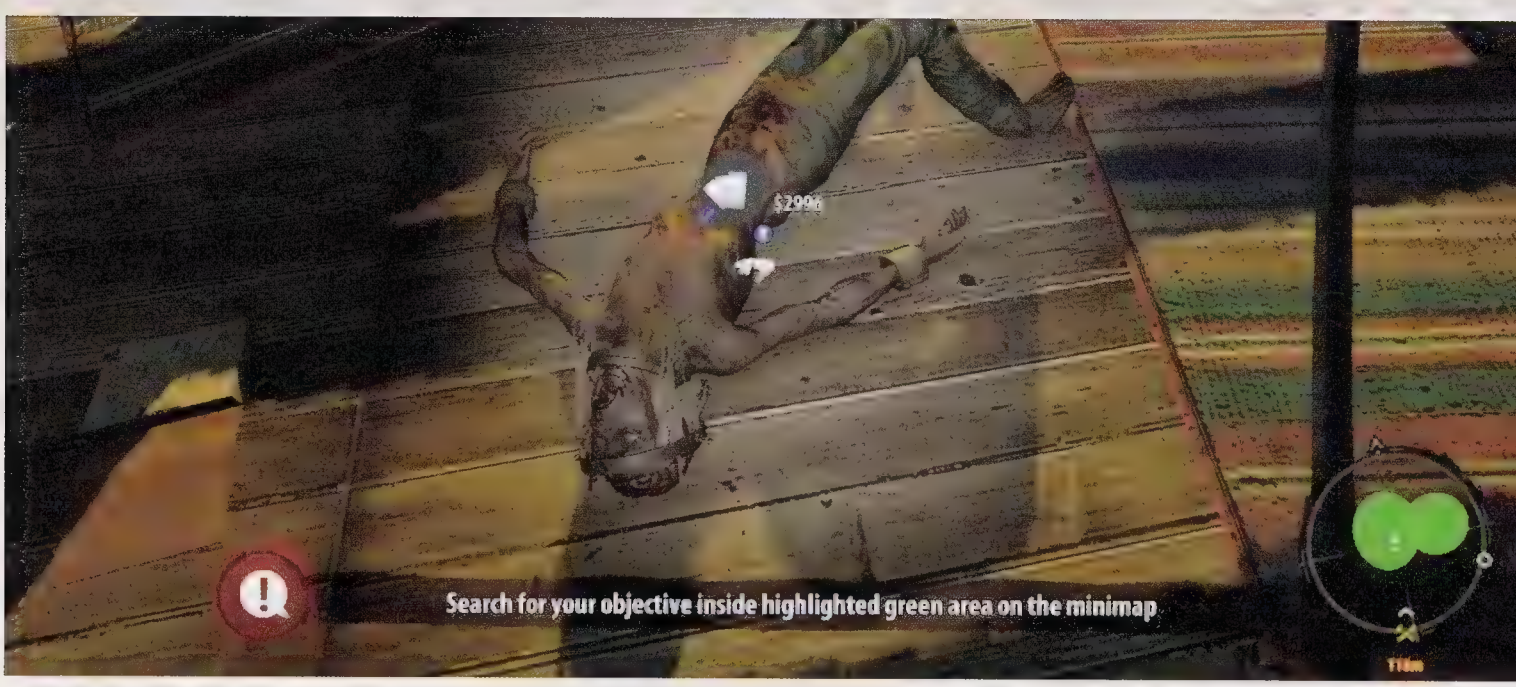
Talk to Marvin to hear his regrets on the failure of his marriage to Sylvia. He's always held out hope for reconciliation, but since the plague swept the island he doesn't know Sylvia's fate. He asks if you'd go check on her small apartment near the Sea Market.

Find Sylvia's building

Sylvia's apartment building **(3)** is in Henderson's southwestern corner, just west of the Sea Market. Find the front entrance, gird your loins, and enter.

Look for clues to Sylvia's whereabouts

A green search area appears on your minimap for guidance in this interior area. Fight your way down the long entry hall. Then turn right to enter the short corridor leading to Sylvia's door. Force the door open and immediately fling weapons at the Screamer waiting inside! Don't let him unleash his shriek.



First, grab "Sylvia's parents' telephone bill" on the coffee table in the living room. Go into the bedroom and search Sylvia's bags on the bed. Then take "Sylvia's note" from the side table. It says she ran off to her parents' place when the insanity started. This gives you a new place to visit.

Find Sylvia's parents' apartment

Exit the building and follow the new destination flag across town to Sylvia's parents' apartment **(4)**. It's in the southeast, not far from Fort Henderson. Enter the building.

Search the apartment

Two green search areas appear on your map. Open the door to find smoke everywhere and a blaze burning out of control in the kitchen! Things look bad. You can force open the bathroom door off the kitchen, but nothing is there. Go back to the living room and force open the bedroom door. Pick up "Sylvia's photo" from the floor next to the bed. Exit the building and return to Marvin.

Tell Marvin about your investigation

Go back to Marvin's current location—**(1)** or **(2)**—and report your findings. You promise to keep looking for Sylvia since you have her picture now. He appreciates your effort and offers a nice reward.

REUNITED: FIND MARVIN'S WIFE

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: MARVIN

OBJECTIVES

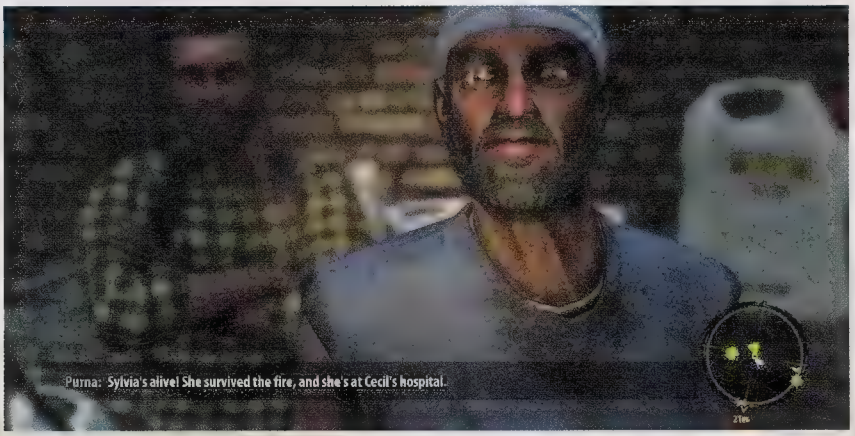
- Find Sylvia in the makeshift hospital.
- Report to Marvin.

Find Marvin's wife in the makeshift hospital.

After you complete the "Family Ties" sidequest for Marvin (during which you acquired his wife photo), you can locate Sylvia in Cecil's makeshift hospital **(1)**. Enter the hospital, go to the second floor, and move past Cecil. Behind him on the left side, a woman in a scarf lies on a bed. There's a gear icon over her onscreen; press the button indicated. Your character recognizes her as Marvin's wife from the photo you found in "Family Ties."

Report to Marvin.

Return to Marvin's current location—either the Old Town Cinema **(2)** or Fort Henderson **(3)**—and talk to him. He's deeply grateful for your detective work and pays out a modest cash reward.



RESCUE QUEST: RESCUE XAVIER

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: XAVIER

OBJECTIVES

- Help Xavier.
- Talk to Xavier.

Help Xavier

While traveling down to Fort Henderson in the southeast peninsula, watch for a trapped man on a stack of crates **(1)**. Eviscerate the zombies surrounding the stack.

Talk to Xavier

Talk to Xavier to receive his thanks and cash. Just to the east, a Dead Zone called Ogio Moke's Laundry is brimming with plague and a nasty boss with the interesting nickname "Blindspot" **(4)**. Give it a shot, if you're feeling strong.

CHAPTER 12: "CITY OF THE DEAD"

SHOP AT THE SEA MARKET

This chapter opens with a quick cutscene of the team making a desperate run for Fort Henderson with a zombie posse hot on its heels. The crew takes up residence in the fort's well-fortified tower, a safe enough place for the time being. You must gain access to a Quarantine Zone sealed off from the rest of the city. You also get one last sidequest: help Frank Serpo, of all people, retrieve critical data on the plague virus and vaccine.

MAIN QUESTS: QUARANTINE ZONE

FIND A BOAT AT THE DOCKS

QUEST RANKINGS

DIFFICULTY:	☠☠☠☠☠
XP:	★★★★★
CASH:	★★★★★
QUEST GIVER:	TREVOR ROGERS

OBJECTIVES

- Talk to Trevor.
- Get into the Quarantine Zone.
- Find another entry.
- Mount fuel canisters on the bulldozer.
- Turn on the bulldozer.

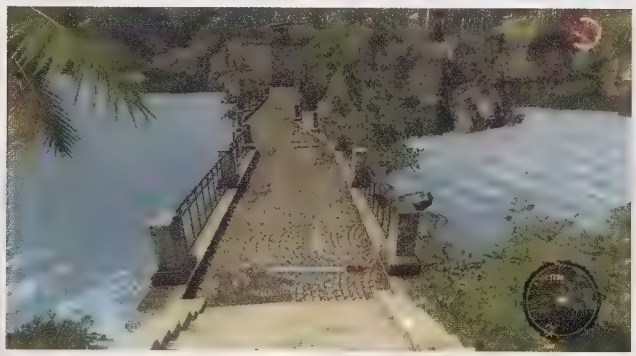
1. Trevor
2-3.Quarantine Zone entrances
4. Workshop (fuel canisters)

Talk to Trevor

Find Trevor in the tower **(1)** and talk to him. He says Serpo believes that Harlow Jordan went into the Quarantine Zone looking for a ship to escape. If so, Trevor hopes that you can find the craft before she does.

Get into the Quarantine Zone

To get out, exit the fort's tower, climb the ladder up to the lookout perch, then descend the ladder on the other side. Now you can exit the fort, cross the long bridge to the city, and follow the destination marker north.



When you reach the zone entrance gate **(2)**, you find dozens of zombies clawing on the other side. The gate looks impassable. Serpo suggests via radio that you try the zone's other entrance. Use the workbench in the small enclosure to the gate's right to spruce up your weapons first.

Find another entry

Follow the minimap route north the short distance to the next zone entrance **(3)**. Here you find another seemingly impassable gate with frenzied zombies clustered on the other side. There's a huge bulldozer in the small plaza, as well. Your character wonders if the vehicle can smash open the gate. Via radio, Trevor suggests making the bulldozer even more deadly by loading it up with fuel canisters.

Mount fuel canisters on the bulldozer

Now follow the red pickup icons just up the street from the bulldozer to a workshop **(4)**. (Look for the Workshop sign outside.) Enter and rob the till, then pick up the first of four white fuel canisters—two on the floor by the counter, and two more on a side shelf. Carry the fuel canisters one at a time to the bulldozer and load them in the cab, two on each side.

Turn on the bulldozer

When all four of the fuel canisters are loaded, approach the bulldozer on its left side and press the button indicated onscreen to start up the vehicle. Then watch the explosive cutscene as the big machine rams a passage into the Quarantine Zone. This ends the "Quarantine Zone" quest, and also provides the needed access to continue the "Hidden Data" sidequest.

CHAPTER 13: "FOR THE GREATER GOOD"

MEMORY OF A LIFETIME

Welcome to *Riptide*'s final chapter. Your first task is to fight through the heavily infested Quarantine Zone to the cargo docks complex. Once inside, you face a difficult slog through the facility in search of a boat. Harlow is loose and dangerous; be ready for a titanic showdown, and a chance to learn the real story behind the plague outbreak on Banai and Palanai.

MAIN QUESTS: WITH THE TIDE

BEAT HARLOW TO THE BOAT DOCK

QUEST RANKINGS

DIFFICULTY:

XP:

CASH:

QUEST GIVER: TREVOR ROGERS

OBJECTIVES

- Make your way to the docks.
- Find the dock.
- Get to the cargo elevator.
- Turn on the elevator.
- Go through the elevator shaft.
- Search the laboratory.
- Defeat Harlow.
- Take the mutagen.
- Launch the boat.
- Talk to Frank Serpo.
- Enter the boat.

1. Start
2. Alley bypass
3. Bridge
4. Blockade
5. Screamer
6. Docks entry
7. Collapsed gate
8. Jammed door
9. Workbench
10. Main hallway
11. Monsters
12. Big storeroom (workbench)
13. Door explodes open (Ram)
14. Wrestler
15. Stairs
16. Workbench
17. Monsters
18. Back hall
19. Cargo elevator
20. Body on floor
21. Shipping logs (computer)
22. Body on gurney
23. Door to back room
24. Door to side room
25. Corridor (cages)
26. Zombies feeding
27. Stairs to boat slip
28. Stacked crates (climb over)
29. Control console
30. Frank Serpo
31. Fast Travel map
32. Deck hatch

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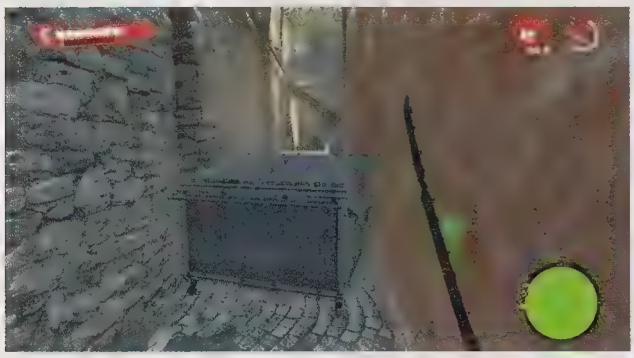
Make your way to the docks

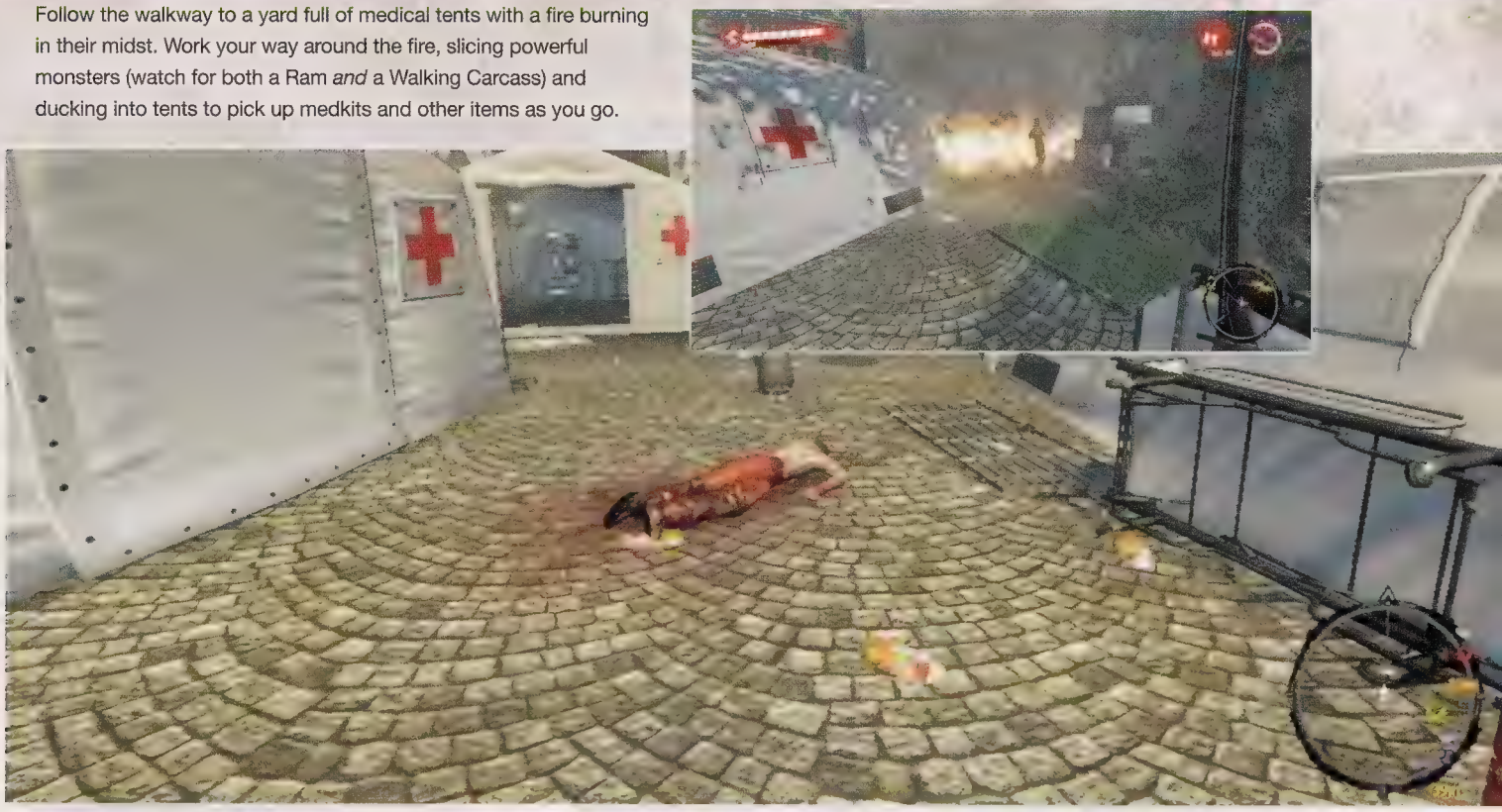
After blasting into the Quarantine Zone with the bulldozer, your goal is to head east across the bridge into the docks area. Unfortunately, the walkway to the bridge is blocked with debris, so you must find a roundabout way. Your in-game map doesn't provide much help in navigating; the big green search area covers the entire Quarantine Zone.

From the bulldozer **(1)**, move downstairs into the big mob of zombies on the narrow street below. Hack out some breathing room to the Pharmacy sign and then turn down the first alley on the left **(2)**. Hop over the two dumpsters and, at the far end, climb the wooden ramp leading back up to the walkway. Now you're past the blockade and you can cross the bridge **(3)**.



At the bridge's east end, turn right and hop up the stacked crates to get over the blockade **(4)**. Climb the two flights of stairs and be ready for the Screamer **(5)** at the top!

Follow the walkway to a yard full of medical tents with a fire burning in their midst. Work your way around the fire, slicing powerful monsters (watch for both a Ram *and* a Walking Carcass) and ducking into tents to pick up medkits and other items as you go.



Eventually, you reach the staircase leading down to the cargo docks entry **(6)** where a quest update is received. Open the door to enter the "P.H. Cargo" facility, a massive complex.

Find the dock

Inside, follow the minimap route because there's no in-game map for this area. (Or use our handy Docks interior map for orientation.) Descend the entry staircase, follow the hall to a collapsed gate **(7)**, and hop over. Crouch to duck into a well-lit corridor filled with more debris. Proceed into a room where you can peek through a door on the right **(8)** that's jammed but slightly ajar. Looks like plenty of company in there—good to know since you'll be moving through that area shortly.

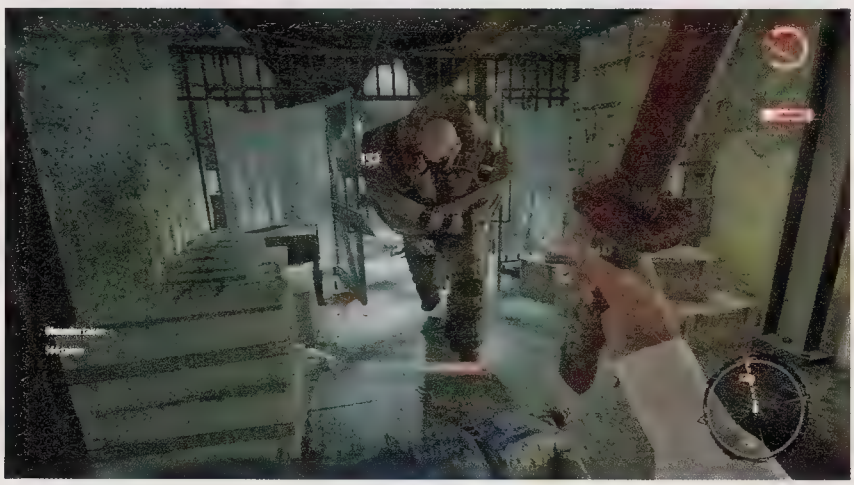
SECRET FILES PART 9

This is the last secret file in Henderson. It's in the Quarantine Zone, usually found while leaving ("With the Tide") for the Docks. Near the stairs that lead to the Docks entrance, look for a workbench. Now locate the stack of wooden crates and find the secret file behind them.

Zigzag from door to door through the next several storage rooms until you reach an office with a workbench **(9)**. Use it if necessary—the big room through the next door is well populated with monsters. When you enter it, target the explosive red canister across the room. Then exit through the door next to the "P.H. Cargo" sign painted on the wall. Move down the short corridors until you reach the main hallway **(10)**.

Look to your left to see a big monster party down the hall **(11)** with a Screamer playing queen. Use Fury or fling bombs to thin out the ranks, and be ready for the Screamer's shrieking charge. Then clear out the rest of the partiers. Continue through the complex, veering left to find another big storeroom full of zombies with a workbench **(12)** tucked behind a pillar.

Exit the far end of the big storeroom and carefully approach the glass doors **(13)** to the left, at the end of the hall. They explode open when you arrive and more zombies pour into the fray, including a brutal Ram who can KO you with a single charge.

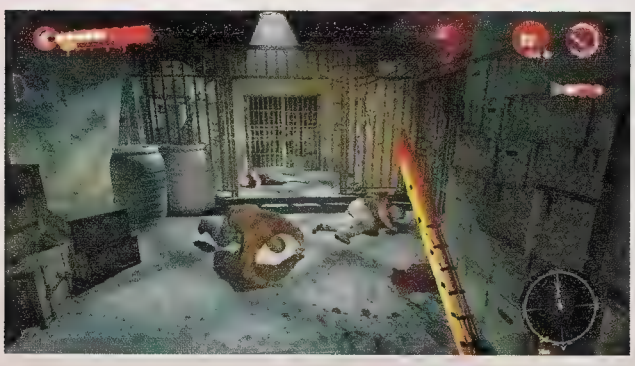


Keep following the dotted-line route on your minimap while continuing down a long stretch of the main hall **(14)** with dead-end corridors on both sides. Continue around the corner to dispatch a beefy, big-armed Wrestler. Then head down the stairs at the end of the hall **(15)**. Note that once you crawl over the stacked crates and pipes barricading the stairs, you can't get back upstairs.

Another workbench for weapon tune-ups sits in a side alcove at the bottom of the staircase **(16)**. Remember that red canisters are highly explosive and scattered throughout the complex, so keep a gun in one of your weapon quick slots. Target canisters anytime you see one down the hall near milling monsters. Also remember that grenades are custom-made for the zombie clusters encountered in this complex—like the one at the far end of this hall **(17)**, for example. Eventually, you reach a back hall **(18)** where a new objective is received.

Turn on the elevator

Fight down the last passages to find a caged freight elevator **(19)** manned by dozing zombies. Wipe them out, enter the lift, and use the control mechanism. The elevator groans and starts, but then grinds to a halt.

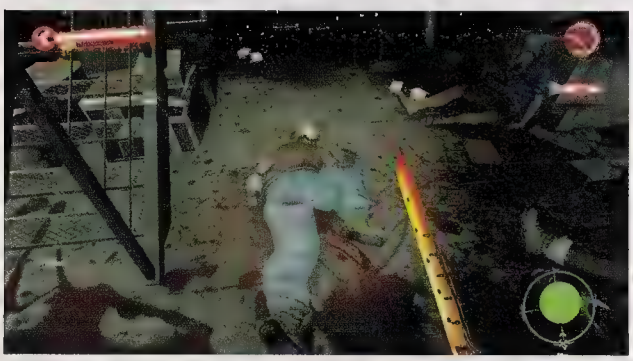


Go through the elevator shaft

Open the far doors and drop onto the top of the elevator in the next shaft. Look down off the lift's right side to see a narrow platform on the shaft's side. Hop down onto the platform and use its red ladder to climb down the rest of the way. At the bottom, there's a cavernous warehousing facility transformed into a makeshift research laboratory of some sort.

Search the laboratory

Investigate the lab for three clues that must be discovered in order. Follow the minimap route into the first green search circle to find the "Investigate" icon over a body on the floor **(20)** in the area's back left corner. The body is uninfected and still warm.



A new green search area appears on your minimap. Find the computer on a desk **(21)** with the "Investigate" icon. The computer's shipping log indicates that this lab equipment was delivered here weeks before the plague outbreak.

Now move into yet another new search area. Two bodies lie on medical gurneys. Approach the female body **(22)** and press the "Investigate" button indicated. These must be antidote test subjects.

Ready Your Arsenal

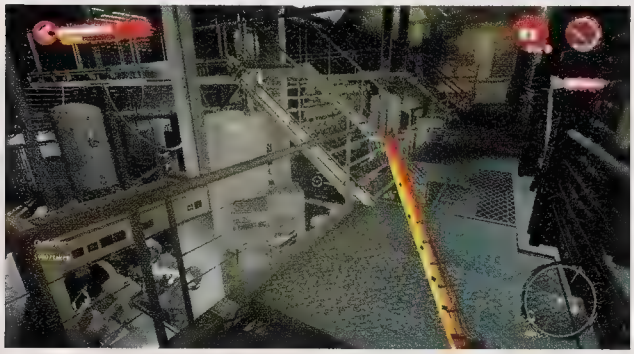
Before entering the back room **(23)** to trigger the final battle with Harlow, make sure your weapon inventory is fully stocked, repaired, upgraded, and modified with special effects. Harlow can take a tremendous amount of damage, so if you're tossing blades or blunt weapons at her, it helps to have a full complement of backups ready to fill the quick slots after nailing her with your first round of thrown weapons.

Finally, go to the doors **(23)** at the lab's far end and open them to trigger a cutscene. Harlow paces wildly as she raves angrily and smashes equipment. Listen to her explanation of the events on Palanai, and her pronouncement that none of you can leave this island, ever.

Defeat Harlow

First Phase

This boss battle finale begins with Harlow opening fire with her Auto Rifle. Back swiftly out of the room into the main area and get ready to fight. Use the space wisely—the warehouse has long, raised catwalks you can access. Harlow chases you relentlessly; monitor the minimap to keep track of her relative location. Since Harlow has a deadly long-range rifle, you may want to use cover and lure her closer before nailing her with thrown weapons or your own guns. Crouch behind the railing barricade at the catwalk's far end.



Harlow is very tough; her health bar recedes slowly. She's also a crack shot, so avoid making headlong rushes at her across open space. Use weapons with shock, stun, or other debilitating effects to incapacitate her briefly, letting you get in some quick melee hits.

Second Phase

When Harlow's health bar drops to the halfway mark, a short cutscene plays. She injects herself with the mutagen and begins a monstrous transformation. She also drops her rifle and wields a chainsaw instead.

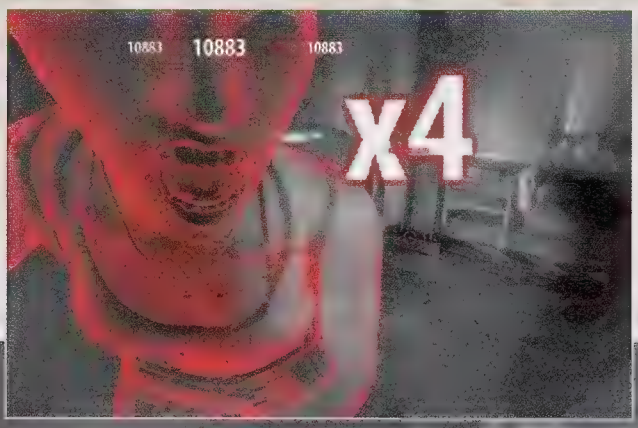
Now you can reverse your previous tactics. Keep a good distance from Harlow and nail her with ranged weapons, avoiding close-range combat. But when you move to a distance, Harlow starts tossing Molotovs, so be ready to dodge quickly away from the flames. Be sure to activate your Fury whenever possible to inflict heavy damage for a few seconds.

Third Phase

When Harlow's health bar drops to 25 percent, another cutscene plays. Harlow is seized by convulsions from the mutagen. Unfortunately, when you emerge from the cinematic, Harlow has a full health bar again! She comes at you with even more relentless rage, and at this point she seems unbeatable. But keep fighting until the game gives you a new objective.

Take the mutagen

Follow the new red flag destination marker through the door **(23)** into the back room again. Find and use the mutagen injection sitting on the table's corner next to the beakers and microscope. A short cutscene shows you injecting it into your own arm.



Now you're infused with immense new power. Attack Harlow with your Fury's special weapon until she falls. Suddenly a swarm of zombies is released into the room, including a Screamer, a Wrestler, and a Grenadier called "The Scourge." But in your mutagen-fueled Fury state, you take reduced damage and can tear through the mob with ease. Keep attacking until no zombie remains standing.

After the last zombie in the lab finally falls, watch as a dying Harlow makes her last, chilling pronouncement: "You are the Angel of Death."

Launch the boat

Harlow is gone, but you're not quite home free yet. First of all, scour the area and recover all of the weapons you've so painstakingly upgraded and modified. (These will be available to you if you choose to replay the game with this character, as will everything else in your inventory including cash.) Exit the main room via the side door **(24)**, turn right, and follow the long corridor **(25)** lined with cages to the stairs.

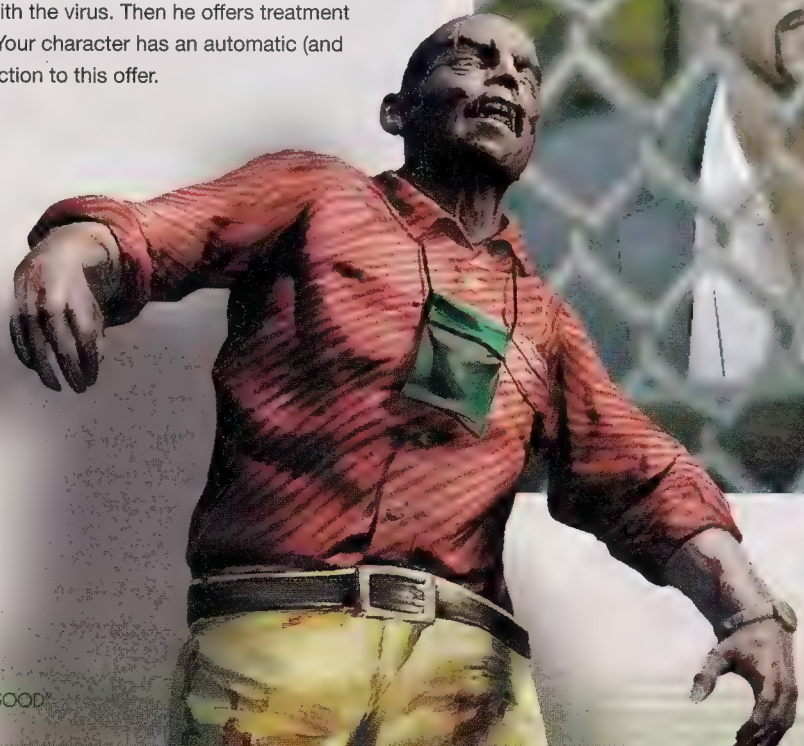
Climb the stairs and be ready to slash through more feeding zombies in the corridor **(26)** at the top. Keep following the path past the office nook until you reach a staircase **(27)** guarded by an angry Wrestler. Take him out!

Look out the windows of the office to the right. Below, notice a boat slip with a sleek cutter christened the *Sylvia* raised on a hoist. Looks like you finally found a ticket off the island.

Descend the stairs to the dock area. A tall fence blocks access to the slip, but you can hop up a pile of stacked crates **(28)** and jump over the fence. Turn left and find the control console **(29)** and use it to lower the boat into the water.

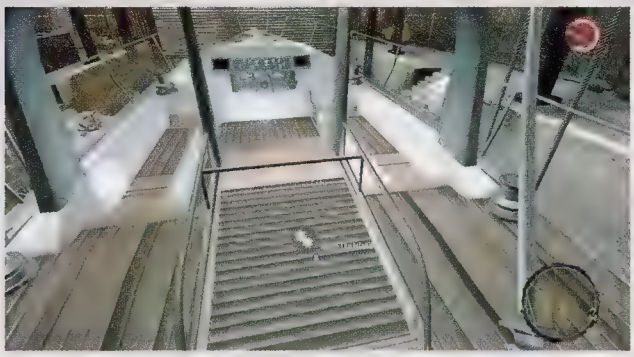
Talk to Frank Serpo

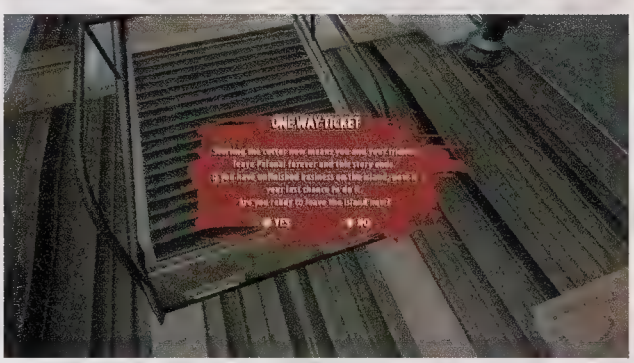
Suddenly, Frank Serpo appears **(30)** at the fence you just hopped. Go talk to him. He fills in background information about the research work with the virus. Then he offers treatment help for your team. Your character has an automatic (and understandable) reaction to this offer.



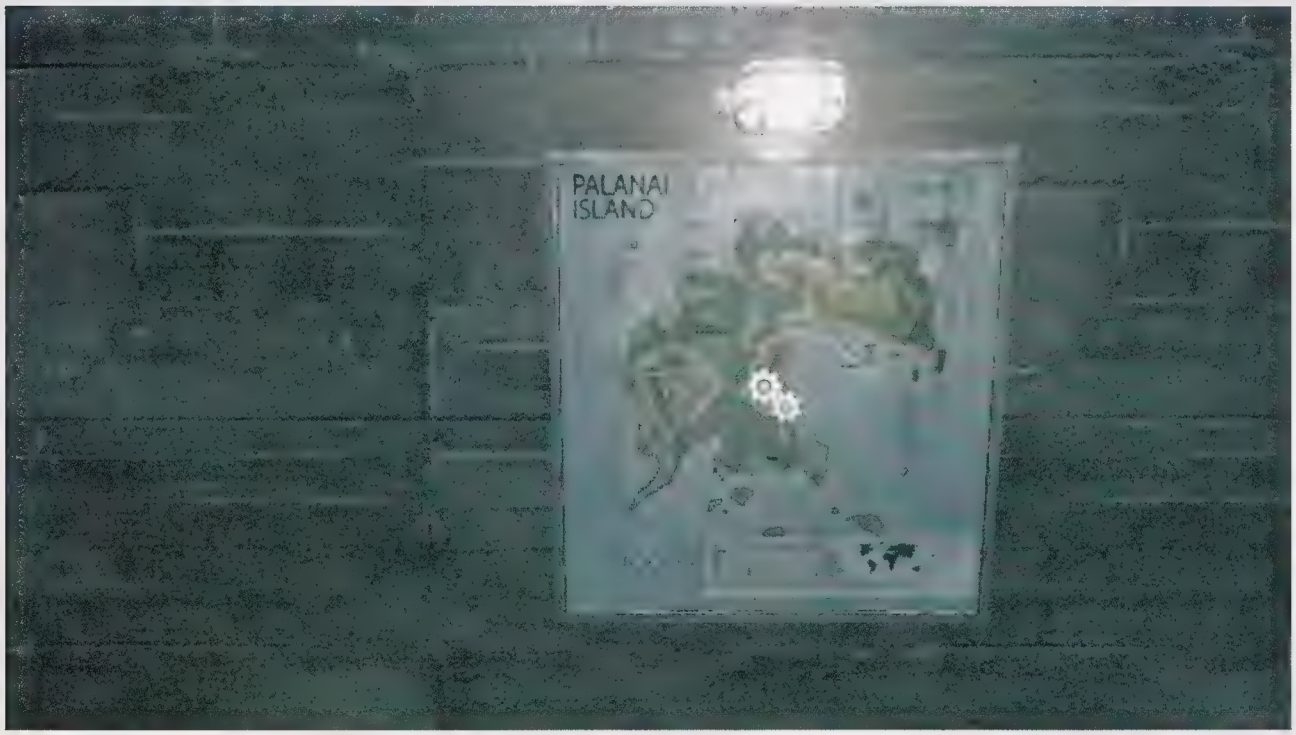
Enter the boat

From here, you can hop onto the *Sylvia*, look down at the boat's deck hatch **(32)**, and choose to "Leave The Island." If you make this selection, a "One Way Ticket" message appears that offers one last chance to stay on the island and complete any unfinished business—i.e., sidequests you haven't wrapped up or even triggered yet, and so forth.





Check all the Sidequests, Rescue Quests, Dead Zones, and Team Quests listed in our Table of Contents. If you have missed quests or ones that are incomplete, note that a Fast Travel map **(31)** is on the wall directly behind the boat's stern. (Some Team Quests may be unavailable if the team member is deceased—Wayne, for example.) Until you decide to leave the island by selecting "Yes" on the One Way Ticket screen, your team waits for your radio report back at Fort Henderson.



When you're ready to leave Palanai forever, make that choice and watch the game-ending cinematic sequence. We won't spoil it for you here, but trust us—it's dramatic, satisfying, and unsettling.

TEAM QUESTS

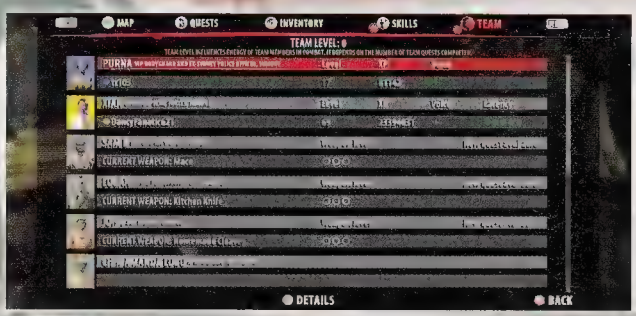
Team Quests are side quests made available by NPC survivors that you meet on your travels. These survivors travel with your group from camp to camp. Each Team Quest mission giver has three quests to give and all of them deal with the collection of certain items. Once all the items the mission giver has requested are in your inventory you can then approach that mission giver to trigger the exchange. Rewards include cash, experience, weapons, projectiles and blueprints. You often level up immediately after completing one of these quests, given the amount of XP awarded.

Furthermore, completing Team Quests makes your team stronger allowing them to fight more effectively when the camp is overrun with zombies. Completing Team Quests for those that sell items also lowers the prices of those items they sell.

COOP TEAM QUEST RESRICTIONS

You cannot begin or complete a teammate's Team Quest if that teammate is currently online or linked with you. This only applies to the five playable characters. If a friend is controlling one of those characters in your Co-Op session, then that character's Team Quest is not available. As soon as that character drops out or you exit Co-Op mode you can then continue that character's Team Quest objectives.

TEAM QUEST BASICS



Enter the character menu and tab to the last option, TEAM. In the scrolling menu below is a list comprised of only the currently available, selectable team quest missions for only those survivors that you have met. As you meet more survivors on your journey, more quests will unlock so keep an eye on the Team menu.

There are three missions for each survivor that can only be completed sequentially. You cannot unlock one without completing the previous one and you cannot begin your own character's Team Quest missions.

Since all the missions are of the collection type, you really don't have to start a mission to "get started" on it. If you already have the items a quest giver is asking for, you can turn around and give the quest giver the items he or she is asking for immediately after starting the quest. You do not need to be near the quest giver to begin a quest for them; you can start the quest from the TEAM menu wherever you are.

To check on quest details (to see how many items are required) after you have already accepted a quest, highlight the accepted quest in your QUEST menu. It is there that you can view the details not from the Team Quest menu.

REFERENCE THE POINT OF INTEREST MAPS

This chapter heavily relies on the Point Of Interest (POI) Maps that we've created. The map numbers you find in this section are referencing those locations on the POI Maps. We made it clear in this chapter if you were to look at the Palanai or Henderson map, as the numbering for both of these maps begins at 1.

PURNA

Description: VIP bodyguard and ex-Sydney police officer. Immune.
Location: follows the team

1: UPPING THE ODDS FOR PURNA I

Deliver 3 engine parts to Purna, so she can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details
Engine parts are one of the most popular items pulled from containers especially those of the electronic kind. You should have no problems fulfilling this order quickly.

2: UPPING THE ODDS FOR PURNA II

Deliver 8 lighters to Purna, so she can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details
Purna is a rare case for Team Quests, the item in her first quest was a very common item but not one that you come across in a certain location guaranteed. Her second quest is also a similar situation. Lighters are located in luggage and on the dead. You will probably come by plenty early in the game but we cannot direct you to a particular spot where they statically spawn.

3: UPPING THE ODDS FOR PURNA III

Deliver 3 propane cutters to Purna, so she can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details
For Purna's most rare item quest, we have plenty of static locations we can share to knock this quest out lickety-split. Check out these locations for the rare titanium pipes: Palanai: Peter Spicer's Shack (6), Oliver Wenge's Hideout (11), James Nisira's Bungalow (30); Henderson: Geoffrey Nape's Warehouse (31), Infected Depot (45), George Serero's Apartment (46) and Infected Apartment (62).

XIAN

Description: Chinese special forces, immune
Location: follows the team

1: UPPING THE ODDS FOR XIAN I

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 5X Stun Bomb

Deliver 3 blades to Xian, so she can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

Blades are a rather common item around the island and the city. If you are looking for a particular location, look here in Palanai: Pierre's (38), Zimakami Rest workbench (53), Marik's Marina boathouse (57) with the four workbenches. There are four there. Also look in these Henderson locations: (9), (11), (13), (16), (22), (48), & (58).

2: UPPING THE ODDS FOR XIAN II

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 7X Stun Bomb

Deliver 8 tubes of glue to Xian, so she can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

Glue can be had purchased from Trevor Rogers or after completing his first Team Quest. Pierre also carries this item after a while. It's a pretty common item to find from containers and from the dead. If you are in Henderson, you can find some all the time in this Store (48).

3: UPPING THE ODDS FOR XIAN III

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 0X Stun Bomb

Deliver 3 semiconductors to Xian, so she can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

Semiconductors are a rare blue name item and can usually be found around electronic equipment. There are static locations for these item, so if you need more try these locations: Palanai: James Nisira's Bungalow (30); and in Henderson: Infected Basements (24), Metzger Sloat's Hideout (26), and Infected Warehouse (27).

SAM B

Description: Rap one-hit wonder, immune
Location: follows the team

1: UPPING THE ODDS FOR SAM B I

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 5X Deo-Bomb

Deliver 3 sets of bolts to Sam B, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

If you are having difficulty with this quest, visit Marik's Marina and enter the boathouse with the four workbenches (57). You can find 2 bolts here. There's one inside the toolbox beside the Halai Village Workbench (73). There's some in the second tier cage in the satellite platform (20) in The Tunnels.

2: UPPING THE ODDS FOR SAM B II

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 7X Deo-Bomb

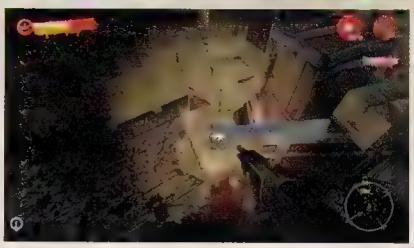
Deliver 7 large batteries to Sam B, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

Large batteries are a somewhat common item that can be found in computer components and also in large wicker baskets. We've found them on fallen Infected as well. If you are having trouble coming across them randomly, try these places in Palanai: Marina boathouse (57). Inside the "Electrifying" Mataka bungalow (23). Behind the gas pump in "Fire Sale" at Oil Storage (31). Kiwi Camping (44) and in the unnamed cave near the BioSphere visited during "Natural Resources." Henderson: Frankie O'Hara's apartment (10), Infected Basements (24) and Metzger Sloat's (26).

3: UPPING THE ODDS FOR SAM B III

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 9X Deo-Bomb



Deliver 3 propane cutters to Sam B, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

Propane cutters is a rate item type and the name will appear blue when you do come across them. Luckily these are a static item and we can tell you exactly where to find them. Check out these locations for the rare propane cutters: Palanai: James Nisira's Bungalow (30), Abandoned Bungalow (36); Henderson: Infected Warehouse (27), Geoffrey Nape's Warehouse (31), Infected House (39), and Infected Depot (45).

LOGAN

Description: Ex-all pro quarterback. Immune.
Location: follows the team.

1: UPPING THE ODDS FOR LOGAN I

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 3X Shock-Bomb

Deliver 3 belts to Logan, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom crafted bombs.

Details

Belts are a very common item and you should have no difficulty completing this mission. Belts are found in computer components 25% of the time you examine them. There are tons of computers in the Military Base and if you wait, you'll find many in Dead Zones in Henderson.

2: UPPING THE ODDS FOR LOGAN II

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 7X Shock-Bomb

Deliver 7 clamps to Logan, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

Clamps are relatively easy to come by in the jungle and in the city. Palanai: You can always find two in the tool box in Halai near the outdoor workbench (73). On the HoyaHoya bar's patio table (49). Buy them from Dr. Jane Hanson when her Medical Equipment store opens in Halai Village Survival Camp (66). Trevor eventually sells them. Henderson: Aubrey Crafting Parts Store sells them (72).

3: UPPING THE ODDS FOR LOGAN III

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 3X Shock-Bomb

Deliver 3 rolls of heavy duty tape, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

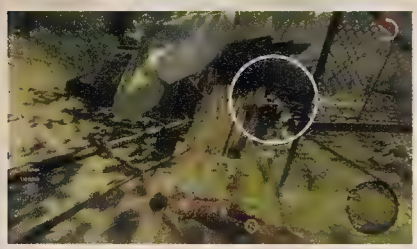
Heavy duty tape is a somewhat rare item. You can find it all day long at Ocean View Bungalows Dead Zone on the second workbench (74). In Henderson you can always find one at Frankie O'Hara's Apartment (10), the Metzger Sloat's (26). Geoffrey Nape's Warehouse (31). If for some strange reason you don't have enough of these, visit these locations more than once.

JOHN

Description: ADF soldier. Immune.
Location: follows the team.

1: UPPING THE ODDS FOR JOHN I

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 3X Sonic Pulse Grenade



Deliver 3 cans of gas for lighters to John, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

Gas for lighters is a fairly common item. Find one on the roadside table by the shack and barricaded road that leads to the Abandoned Movie Set (47). The shack and barricaded road is just east of Kiwi Camping (44). If you just stop after driving by this locations a few times you will have all you need. Many can be found in The Tunnels (9), (10) and (20). They can be purchased from Alex the Plans and Parts store, also in Henderson.

2: UPPING THE ODDS FOR JOHN II

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 7X Sonic Pulse Grenade

Deliver 7 sticks of deodorant to John, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

John looks a little stinky. Deodorant can be found at these Palanai locations: Pierre's workbench (38), on a bench with the nice beach view across the street from Kiwi Camping (44), Zimakani Rest workbench area has one (53). Henderson: Rodrigo's Workshop (60) and the Balcony Workbench (66).

3: UPPING THE ODDS FOR JOHN III

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 3X Sonic Pulse Grenade

Deliver 3 AC power boxes to John, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

AC power boxes are rare items and their names are blue when you do spot them. You can find them here in Palanai: Oliver Wenge's Hideout (11), Abandoned Bungalow Dead Zone (36). Henderson: Metzger Sloat's Hideout (26), Infected Warehouse Dead Zone (27), Infected House (39), Infected Depot Dead Zone (45), and Infected Storage Dead Zone (47).

HARLOW JORDAN

Description: WHO investigator, not immune.
Location: follows the team

1: UPPING THE ODDS FOR HARLOW JORDAN I

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: Impact MOD

Deliver 3 pieces of metal scrap to Harlow, so she can support our team more efficiently and boost overall group strength. It will allow her to create a new blueprint for you. You must complete her quests before reaching the Fort of Henderson or you may miss the opportunity to complete them.

Details

Metal scraps are found all over the island and the city. If you are having difficulty finding enough to fulfill the order, then visit the Marik's Marina boathouse with the four workbenches (57). You can find more than enough on your first visit here. If you are in Henderson, Alex Parts and Plans store sells them. Trevor eventually sells them as you complete his Team Quests.

2: UPPING THE ODDS FOR HARLOW JORDAN II

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: Tesla MOD

Deliver 7 steel rods to Harlow, so she can support our team more efficiently and boost overall group strength. It will allow her to create a new blueprint for you. You must complete her quests before reaching the Fort of Henderson or you may miss the opportunity to complete them.

Details

Steel Rods are not a rare blue item but they are pretty rare. We have found no static locations for them in Palanai but we found a couple of places where you can buy them. Since shops are finicky with each playthrough and which character you are using, we can't guarantee it but try these locations: Amanda's Common Crafting Parts (66) at Halai Village Survival Camp in Palanai or Rodrigo's Hardware Store in Henderson (60). Also try the Workshop Workbench interior (9) in Henderson. That is a static spawning location.

3: UPPING THE ODDS FOR HARLOW JORDAN III

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: Pick and OHM MOD

Deliver 3 rolls of insulating tape to Harlow, so she can support our team more efficiently and boost overall group strength. It will allow her to create a new blueprint for you. You must complete her quests before reaching the Fort of Henderson or you may miss the opportunity to complete them.

Details

Insulating tape is a very rare item and name is blue when you locate one. In Henderson you can find this item in the Infected Depot Dead Zone (45) and in the Infected Storage Dead Zone (47).

HENRY BOYLE

Description: European Tourist, not immune.
Location: follows the team

1: JURY RIGGING CONTEST FOR HENRY I

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: Torch MOD

Deliver 3 pieces of electronic scrap to Henry, so he can support our team more efficiently and boost overall group strength. It will allow him to create a new blueprint for you.

Details

Electron Scraps is one of the most common items there are. You can find these 50% of the time when looting computer components. There are not as many computers on the island as there are in the city, so if you need some now, go see Pierre (37) at his Magasin (French for Store). He sells electronic scraps after you complete his mission "Fire Store." This is also your first access to a good firearm. Amanda Common Crafting Parts at Halai Survival Camp also sells them after completing a few missions in Halai. You can get them for free at Marcus Villa's Workbench (19), James Nisira's Bangalow (30). In Henderson try: (4), (9), (10), (15), (24), (26), (36), (40), (45), (60), (68), (69), and (75).

2: JURY RIGGING CONTEST FOR HENRY II

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: Magic Wand MOD

Deliver 4 pieces of Suicider meat to Henry, so he can support our team more efficiently and boost overall group strength. It will allow him to create a new blueprint for you.

Details

Suicider meat is more commonly found after completing Zoey's mission "Mines Go Boom" and is more easily produced when you blow apart a Suicider with explosives or dismember them with gunfire. Not to say you won't get Suicider meat from normal kills, but it seems to be more consistent as mentioned. There are Suiciders always located in particular locations, but in Palanai you can always find two together at Marik's Marina around the boat shop with the four workbenches. There also usually one at HoyaHoya bar (49). In Henderson, there are a number of Dead Zones where they are always located. You should have no trouble finding Suiciders; just listen for their "help me" wheezing.

3: JURY RIGGING CONTEST FOR HENRY III

QUEST RANKINGS

DIFFICULTY:

XP:

REWARD: Heavy Duty MOD

Deliver 3 Mylar blankets to Henry, so he can support our team more efficiently and boost overall group strength. It will allow him to create a new blueprint for you.

Details

Mylar Blankets may have to wait until you get to Henderson. They are always found in Dr. JJ Evan's Clinic (42), the Motel "Safe Haven" Dead Zone in Henderson (74) and Ogio Moke's Laundry (77).

SAMUEL HARDY

Description: Lieutenant colonel in the ADF, not immune.
Location: follows the team.

1: UPPING THE ODDS FOR HARDY I

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 5X Grenade

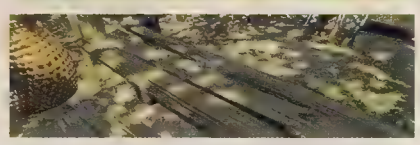
Deliver 3 weight plates to Colonel Hardy, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

Weight plates are a common item often found in lockers. If you are having difficulty finding a couple more, then try these places: two are located on the lower deck porch of the non-workbench building at Kiwi Camping (44). These are located near where a truck has smashed through the wall and revealed a Suicider in a cage. As Trevor levels up through Team Quests he eventually sells them. Amanda Common Crafting Items in the Halai Survivor Camp also sells them. In Henderson: Store interior (29), and there's one in Rodrigo's Shop (61). Zoey sells them after you complete her final Team Quest. Trevor also sells them eventually.

2: UPPING THE ODDS FOR HARDY II

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 7X Grenade



Deliver 7 batteries to Colonel Hardy, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

Batteries are much more common than large batteries. You can find batteries randomly in most computer components and electronic equipment as well as in many wicker baskets. If you are having difficulty getting the number needed, try these locations: Palanai: (1), (23), (32), and Kiwi Camping (44); Henderson: tons in the Military Base interior or look in the Workbench store (48). Trevor Rogers eventually sells these once his Team Quests are complete. Dr. Jane sells them after completing her quests if not then, then after "Evacuation."

3: UPPING THE ODDS FOR HARDY III

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 9X Grenade

Deliver 3 aluminum tubes to Colonel Hardy, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

Aluminum tubes are a rare blue name item and can be found at these following locations: Palanai: Tuluga Cave Jimmy "Deathtrap" O'Neill's (3); Henderson: Metzger Sloat's Hideout (26), Dr. JJ Evan's Clinic (42) and Ogio Moke's Laundry (77).

TREVOR ROGERS

Description: Australian Engineer, not immune.
Location: follows the team.
Shop Type: Heavy Weapons

1: BEST MERCHANDISE FOR TREVOR ROGERS I

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: N/A

Deliver 3 wires to Trevor, so he can support our team more efficiently and boost overall group strength. In exchange you will get access to more powerful items at a discount.

Details

Wires are found in many places; you shouldn't have difficulty completing this mission if you are collecting everything you see and are actively hunting down and looting containers. If for some reason you do not have wire you can look in these Palanai locations: Oil Storage workbench area on a crate near a couple oil tanks near the door (32), Miya's workbench (1), workbench shack (4), Halai Village Bungalow workbench (65), Marina Workbench boathouse (57) and in Henderson: Aubrey, Rodrigo and Alex in sells wire.

2: BEST MERCHANDISE FOR TREVOR ROGERS II

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: N/A

Deliver 4 portions of Floater meat to Trevor, so he can support our team more efficiently and boost overall group strength. In exchange you will get access to more powerful items at a discount.

Details

Floater meat obviously comes from those big fat, toxic-spewing, bloated zombies that wade in shallow water. There's a better chance of extracting meat from these chubbies when you use explosives or firearms to blow limbs from them. You can always find floaters in Halai and around the Marik's Marina boathouse (57). You can't go too far without running across one of these toxic sprinklers. If you are having trouble getting Floater Meat then you can purchase some from Batram after "Natural Resources" and if you have not killed him later. He's in Mataka Village in Marcus's bungalow (19). Aubrey in Henderson also sells Floater Meat.

3: BEST MERCHANDISE FOR TREVOR ROGERS III

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: N/A

Deliver 3 circuit boards to Trevor, so he can support our team more efficiently and boost overall group strength. In exchange you will get access to more powerful items at a discount.

Details

Circuit boards are pretty common and can be found in computers a large percentage of the time that you loot them. There is always one in the Ocean View Bungalow Dead Zone (74). You can also always find one on a shelf in the first room of the Abandoned Movie Set (47). In Henderson: Frankie O'Hara's Apartment (10), Metzger Sloat's Hideout (26), and the Infected Warehouse (27).

WAYNE

Description: Construction worker, not immune.
Location: follows the team.
Shop Type: Thrown Weapons

1: BEST MERCHANDISE FOR WAYNE I

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: N/A

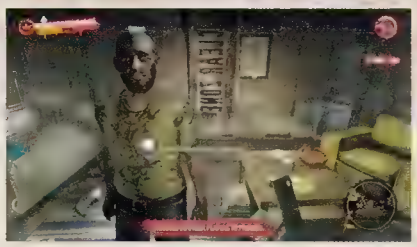
Deliver 3 watches to Wayne, so he can support our team more efficiently and boost overall group strength. In exchange you will get access to more powerful items at a discount.

Details

You come by wristwatches mostly by looting the dead undead. If you don't come by any easily, try completing more Dead Zones, watches seem to occur more in Dead Zone looting than anywhere else. Alex Plans and Parts sell them in west Henderson as does Aubrey Crafting Parts in southern Henderson.

2: BEST MERCHANDISE FOR WAYNE II

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: N/A



Deliver 4 stingray tails to Wayne, so he can support our team more efficiently and boost overall group strength. In exchange you will get access to more powerful items at a discount.

Details

Stingray tails are somewhat rare but can be found on the undead and in some containers. There's a narrow window to purchase them from Batram (19) from Marcus' Villa in Palanai. After "Natural Resources" and before you kill him in a later quest.

BEST MERCHANDISE FOR WAYNE III

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: N/A

Deliver 3 tubes of cyanoacrylate glue to Wayne, so he can support our team more efficiently and boost overall group strength. In exchange you will get access to more powerful items at a discount.

Details

Cyanoacrylate glue is very rare but can always be found in a few Henderson Dead Zones. Visit these Henderson locations: Infected Basements Dead Zone (24), Metzger Sloat's Hideout (26), Dr. JJ Evan's Clinic (42), and Motel "Safe Haven" Dead Zone (74).

ZOEY

Description: Gun smuggler, not immune
Location: travels with the team

1: BEST MERCHANDISE FOR ZOEY I

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: N/A

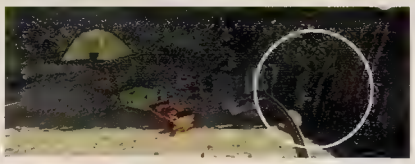
Deliver 3 boxes of bleach to Zoey, so she can support our team more efficiently and boost overall group strength. In exchange you will get access to more powerful items at a discount.

Details

Bleach is a very common item and you should have no trouble spotting or collecting this item. They are often pulled out of luggage. Look in these Palanai locations: the Halai Village Workbench (63); this is where "White Lines" Bruce is located. Also try Dead Zone Workbench (77); Find a one in the small island camp with the Nuts and Bolts blueprint. If you are in Henderson, try here: Coffee Shop Workbench (1), Old Town Cinema projector room (13). Damien's ("Memories") balcony (16), Balcony Workbenches (23), (40), (44), and (71). Dr. Jane Hanson sells bleach after finishing her Team Quests or after "Evacuation." Aubrey Crafting Parts Store sells bleach.

2: BEST MERCHANDISE FOR ZOEY II

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: N/A



Deliver 4 LP 4000 batteries to Zoey, so she can support our team more efficiently and boost overall group strength. In exchange you will get access to more powerful items at a discount.

Details

LP 4000 batteries are the least common of the battery types. They can be looted from luggage, wicker baskets and trashcans. Computers and electronics do produce them occasionally and more likely if there are many electronics in one area. In Palanai try here: Miya's Camp (check the luggage near her workbench (1). There area few in The Tunnels. They are always located in a store interior in Henderson: (29) and are often found in Dead Zones (10), (24) and (26). Aubrey Crafting Parts also sells them if you are willing to pay the price.

3: BEST MERCHANDISE FOR ZOEY III

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: N/A

Deliver 3 rolls of highly conductive wire to Zoey, so she can support our team more efficiently and boost overall group strength. In exchange you will get access to more powerful items at a discount.

Details

Highly conductive wire is a rare blue item and can always be found at the Infected Basements Dead Zone in Henderson (24). Also located in Metzger Sloat's Hideout Dead Zone (26), and Geoffrey Nape's Warehouse Dead Zone (31).

DR. JANE HANSON

Description: Medic from medicin sans frontiers, not immune.
Location: follows the team.
Shop Type: Medical Supplies

1: BEST MERCHANDISE FOR DR. JANE I

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 5X

Deliver 3 algae samples to Dr. Jane, so she can support our team more efficiently and boost overall group strength. In exchange you will access to more powerful items at a discount.

Details

Algae can be found just outside the Halai Village Survival Camp (66). When you leave through the first gate, take an immediate right and head down the stairs and walk across a floating metal platform in the shallow water while looking down. You'll find one at the far edge of the platform in the water. You can also find some near Sandy Cave (35) on the shoreline near some rocks but it's much harder to find. If you just look near the Halai Village Survival Camp each time you return, you'll have enough to satisfy the doctor in no time.

2: BEST MERCHANDISE FOR DR. JANE II

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 7X

Deliver 4 insulin syringes to Dr. Jane, so she can support our team more efficiently and boost overall group strength. In exchange you will access to more powerful items at a discount.

Details

Insulin can be found in containers and from the dead. This is not an item you typically see outside of a container, but they are not too hard to find. Check your inventory and see how many you already have without knowing it. If you are playing Co-Op, have everyone pull together and collect all the insulin in one place to hand it over to the doctor. We know of one, static-spawning location and that's on a table in front of a camper at Kiwi Camping (44)—the camper closest to the building with the Suicider in a cage.

3: BEST MERCHANDISE FOR DR. JANE III

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 9X

Deliver 3 bottles of water purifying tablets to Dr. Jane, so she can support our team more efficiently and boost overall group strength. In exchange you will access to more powerful items at a discount.

Details

Water purification tablets are found here in Henderson: Frankie O'Hara's apartment (10), Dr. JJ Evan's Clinic (42), George Serero's Apartment (46), Motel "Safe Haven" Dead Zone (74).

MARVIN

Description: Boat mechanic from Henderson, not immune.
Location: Pinai Ferry Station/travels with team

1: UPPING THE ODDS FOR MARVIN II

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 7X Exploding Meat

Deliver 8 packs of nails to Marvin, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

2: UPPING THE ODDS FOR MARVIN III

QUEST RANKINGS
DIFFICULTY:
XP:
REWARD: 9X Exploding Meat

Deliver 3 sets of lightweight frames to Marvin, so he can support our team more efficiently and boost overall group strength. In exchange you will get a handful of custom-made bombs.

Details

There are no Lightweight Frames anywhere but in Henderson, which is fine since you start Marvin's quests as you enter Henderson. You can find them in these Henderson locations: Infected Basements (24), George Serero's Apartment (46), Infected Storage (47), and the Infected Apartment (62).

CRAFTING

Got a baseball bat and some nails? Combine them at the workbench and add some nasty bleeding damage to your attacks. Got a diving knife, some detergent, wire, duct tape, and a wristwatch? Be creative in combining these items and take advantage of the sticky bomb creation. These are just a few of the possibilities ready to be discovered.

On the island of Palanai, there are numerous workbenches where you can repair your weapons and upgrade them to improve their base stats and add special attack effects. By helping out survivors in completing the quests they offer, you are sometimes rewarded with blueprints and mods. Most blueprints and mods are in hidden locations. These extremely useful items make it possible to craft weapons to fight against the onslaught of undead.

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REPAIR

Every time you bash, stab, slice, or bludgeon an enemy, your weapons become damaged. This damage is represented on the weapon damage meter (the circle gauge around your weapon icon). The lower this bar gets the less effective your weapon becomes, and the more expensive it is to repair. Try not to let your weapons get to zero durability. Some of them can be destroyed and others do so little damage that it's pointless to have them equipped. Be sure to keep your strong weapons in good condition by repairing them often or switching weapons when necessary.

Also be sure to exploit the weapons that your character is best at using; each different character class works best with its own type of weapon. Some people like to smash in skulls, some prefer to make clean cuts, and others go for guns and old school headshots. These differences are also evident in the different characters' skill trees, which give the appropriate weapon class some nice boosts.

UPGRADE

Sometimes you just love a certain weapon, or maybe you created a new weapon and can't part with it yet. If this is the case, get familiar with the Upgrade section of the Crafting table.

When the Crafting table is accessed, the list on the left shows every weapon currently in your inventory. Items that are eligible for upgrade are marked by a row of white circles. All weapons start with one filled circle and can be upgraded a maximum of three times, indicated by a filled white circle for each upgrade. The information on the right shows how the upgrade affects the Damage, Force, and Durability of the weapon.

Upgrades can be expensive, depending on the item's level, so only upgrade weapons that you plan to keep for a while.

Damaged Weapons Cannot Be Upgraded

All weapons must be repaired before they are upgraded. If the upgrade level circles are red and you have money, go back to the repair menu and repair the weapon first. Then return to the upgrade menu to proceed with upgrading.

WEAPON PARAMETERS

All weapons have the following parameters:

- **DPS**: Damage per second reflects damage and speed to easily compare two weapons.
- **Speed**: Time needed for a slash. Slower weapons have more force than faster ones.
- **Force:** This parameter reflects the damage to a target's stamina.
- **Damage**: This is the damage done directly to a target's health.
- **Durability:** Durability defines the maximum number of attacks this weapon can withstand before breaking.
- **Condition**: The condition is the current state represented by a white bar around the weapon icon.

WEAPON QUALITY

Each weapon also has a quality level indicated by the color of its name:

- White = Common
- Green = Uncommon
- Blue = Rare
- Violet = Unique
- Orange = Exceptional

CREATE

Weapons in *Dead Island: Riptide* can be modified to gain additional damage effects and more power. To modify a weapon, find the following:

- **Workbench**: These special tables are needed to upgrade, repair, or modify weapons.
- **Blueprints**: Treat blueprints as shopping lists for materials to gather for a given modification.
- **Parts**: These are crafting items scattered all over the island. Parts can be used to make your weapons more powerful, increasing your chances for survival.
- **Weapon**: Something compatible with the blueprints. Remember, the more powerful a weapon the more gained by modifying it.

Once some blueprints are obtained, you are ready to start creating your own modifications and weapons. Weapons created from blueprints are generally better than any weapon you find just laying around. You can learn to create ammo, bombs, melee weapons, and firearms.

To craft an item, first look at the blueprint. Then make sure you have the base item it needs. The base item is usually a weapon, unless there is no base item, which is the case with explosives and ammo. Then check to see if you have all the parts necessary to make it. Everything in your possession is highlighted in green. If there are missing components, they are highlighted in red. The last thing to check is to see if you have enough money, as each creation has a cost. Once you have everything required, head to a crafting table, select the mod, and then the desired item to create. Finally, hit the Create button. The new item is placed into your inventory, ready for use.

If items are needed for your blueprint, raid everything you can find while exploring maps. Many survivors have stores (on themselves or physical building locations), and they also carry crafting items. If you need one of their items for a mod, their store item reflects this with the color of its name (red). It shows how many different mods you have that need the item, so you usually pick up more than needed if you can afford it. Furthermore, many rare crafting items can be found in Dead Zones.

BLUEPRINTS

EFFECTS

Any weapon with a special effect, such as Poison, Fire, Shock, or Bleed, does a very small amount of extra effect damage when it hits normally. On critical hits, the effect persists for a few seconds, causing massive damage of the effect type over time.

BLUEPRINT DATA LIST

NAME	DESCRIPTION	PRICE	BASE ITEM NEEDED	PARTS NEEDED	EFFECT(S)	MAP LOCATION
ASSASSIN'S POISON MOD	Brass Knuckles, a couple blades and poison thorns—that is my answer to the urgent demand born within the last few days. Put all of them together according to the description below an don't hesitate to use it when you come across the living dead. You just have to be quick and determine—leave the rest to my super brass knuckles…	$1,200	Spiked Brass Knuckles, Badass Brass Knuckles, Brutal Brass Knuckles	Oleander x 3, Bleach x 2, Suicider Meat x 2, Lemon Juice x 2, Flexible Hose x 1, Blade x4, Bolts x 4, Metal Scrap x 2		35
BARBED WIRE MOD	Here is a simple way to use the barbed wire as an addition to various types of clubs. Thanks to that easy procedure you'll be able to seriously mutilate any unlucky chap wounded with such a weapon.	$200	Baseball Bat, Big Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Heavy Baton, Metal Baton, Police Baton, Crugel, Flanged Mace, Exotic Mace, Kanabo, Metal Kanabo, Hanbo, Home Run, Blunt Speaker, Claws, Scottish Dirk, Chinese War Sword, Mace	Barbed Wire x 2	Bleeding [x1], Cntical [+4%]	11
BLOODY MARY MOD	Considering the circumstances we found ourselves in we have to cope with whatever we can. Thus, I decided to devise the most effective weapon I could make from the parts I had handy. The result of my efforts is a metal club wrapped with barbed wire and a coupe of other gadgets so thoughtfully that every poor bastard that finds himself on the business end of it is literally pissing blood.	$1,600	Police Baton, Metal Baton, Heavy Baton	Duct Tape x 3, Wire x3, Large Battery x 2, Phone x2, Electronic Scrap x 2, Glue x 2, Rag x 3		51
[illegible]	Thi s is a truly epic version of the electric club. It crushes, squashes, wounds and on top of that, causes convulsions. It's simply a magic club like the ones you see in some fantasy movies, only real. Necessity is the mother of invention, right?	$1,000	Heavy Morning Star	Weighted Plate x 3, Bleach x 3, Large Battery x 2, Magnet x 2, Electronic Scrap x 2, Barbed Wire x 2, LP4000 Battery x 1		48
BODILY HARM MOD	Provided you manage to combine everything as show in the instruction you will receive a homemade electric club, which makes it a better model when compared to its commercial version, as it comes equipped with additional features. First you need to find a piece of a wooden rod and then follow the description below. Good luck.	$1,600	Tonfa	Duct Tape x 3, Metal Scrap x 3, Large Battery x 2, Phone x 2, Electronic Scrap x 2, Nails x 2, Clamp x 2		4
DEATHSTALKER MOD	I developed a simple poison that can turn a blad weapon into something that will make the undead spew out their own internal organs. A sight to see, believe me. All you have to do is follow the guidelines.	$1,000	Knife, Cleaver, Tijuana Machete, Balanced Throwing Knife, Sickle, Machete, Axe, Two-Handed Axe, Tanto, Wakizashi, Katana, Double Blade, Reaper, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed, Throwing Knife, Expert Throwing Knife, Bloodletter	Oleander x 3, Bleach x 3, Floater Meat x 2, Soap x 2, Flexible Hose x 2, Stingray Tail x 1		27
DEO-BOMB BLUEPRINT	Combine together a couple of deodorants in a way I described and you will have in your hands a homemade bomb. Just make sure that the deodorant bottles are not empty!	$150		Deodorant x 2, Glue x 1		53
DETOX GUN MOD	A gun that can poison the enemy? I worked out a way to achieve that and tested its effectiveness. You'll find the detailed recipe here. If you get it to work, you will gain a truly useful weapon.	$600	Pistol, Heavy Pistol, McCall's 9mm	Oleander x 2, Meat Scrap x 2, Bleach x 2, Flexible Hose x 1		41
DETOX RIFLE MOD	A highly poisonous plant and a couple of other ingredients will turn your rifle into the modern equivalent of a bow that fires poisoned arrows. Follow my instructions for a very effective weapon.	$1,200	Auto Rifle, Burst Rifle, Shingle Shot Rifle, Defender Of The Motherland	Oleander x 2, Metal Scrap x2, Bleach x 2, Flexible Hose x 1		57
DETOX SHOTGUN MOD	Here you will find the instructions to my new invention: a shotgun that will poison every son of a bitch who catches one bit of buckshot. While they're puking their guts out, you can reload.	$1,200	Shotgun, Short Shotgun, Crowd Pleaser	Oleander x 2, Metal Scrap x 2, Bleach x 2, Flexible Hose x 1	Poison X 1, Critical +1%	57
DEVASTATING HOME RUN MOD	A baseball bat with a hint of blades and barbed wire is a simple and cost-effective way to increase the chances of survival in a battle against the living dead. Just because their bodies are rotting doesn't mean they can't bleed, right? And when treated with a bat such as this they will BLEED. Rest assured.	$1,600	Metal Baseball Bat	Blade x 2, Bolts 3, Metal Scrap x 2, Barbed Wire x 2		49

NAME	DESCRIPTION	PRICE	BASE ITEM NEEDED	PARTS NEEDED	EFFECT(S)	MAP LOCATION
DIAMOND EDGE MOD	Diamonds are a girl's best friend… but they're also great for making a kickass weapon.	$1,150	Big Baseball Bat, Crowbar, Police Baton, Metal Baton, Heavy Baton, Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Sledgehammer, Construction Hammer, Maul, Kanabo, Metal Kanabo, Italian Plumber, Gabriel's Sledgehammer, Pick of Destiny, Blunt Speaker, Ban, M.C. Bouncer's Pal	Glue x 2, Wire x 2, Large Nail 3, Metal Scrap x 2	Bleed x 2, Critical + 3%	6
ELECTRIC STORM MOD (AREA OF EFFECT ATTACK)	Create a powerful weapon capable of killing multiple enemies at once.	$1,300	Axe, Sugar Cane Knife, Tijuana Machete, Sickle, Machete, Two-Handed Axe, Wakizashi, Katana, Tanto, Cane Knife, Exotic Cane Knife, Zed's Demise, Viking of the South, Bushmaster, Banisher, Eviscerator	Duct Tape x 4, Wire x 4, Battery x 4	Shock x 3, Critical + 15%	28
ELECTROTHERAPY	Enhance your ability to incapacitate your enemies with electricity	$250	Axe, Sugar Cane Knife, Tijuana Machete, Sickle, Machete, Two-Handed Axe, Wakizashi, Katana, Tanto, Cane Knife, Exotic Cane Knife, Zed's Demise, Viking of the South, Bushmaster, Banisher, Eviscerator	Electric coil x 1, Capacitor x 1, Spark Gap x 1		27
EXPLODING MEAT BLUEPRINT	Warning, this is not a cooking recipe! A piece of carcass wired with explosives can save your life. If you are not one of those fanatic vegetarians you can certainly manage it. Remember to fasten the explosives tight to the fl esh so that the whole thing doesn't fall apart too early.	$100		Meat Bait x 1, Duct Tape x 1, Wire x 1, Battery x 1, Wristwatch x 1, Bleach x 1		25
GLAZED MOD	The idea is straight. Grab a stick and wrap a rag around it. Add some glue and most importantly—broken glass. A guy hit with that thing will bleed like a slaughtered piglet. Just be careful not to cut yourself with the glass shards when you are gluing them to the rag.	$400	Stick, Wooden Baton, Tonfa, Heavy Baton, Metal Baton, Police Baton, Kanabo, Metal Kanabo, Scottish Dirk, Home Run, Blunt Speaker, Home Run, Chinese War Sword,	Glue x 2, Rag x 2	Bleed x 2, Critical + 5%	16
HEAVY DUTY MOD	Do you know what a Kanabo is? It's a goddamn heavy metal club straight from Japan. In the hands of a strong enough person it makes for a truly destructive weapon. Now imagine such a club with blades and a strong electronic charge added to it. The effects? Total annihilation. Check it out for yourself.	$2,500	Metal Kanabo	Weight Plate x 3, Wire x 3, Large Battery x 2, LP4000 Battery x 1, Electronic Scrap x 2, Blade x 2, Bolts x 3, Metal Scrap x 2		Quest
HEAVY MOD	Weight is the foundation—I've always said this—especially in the case of blunt weapons. By means of a simple trick (that I describe below) you can make yourdarling crush the skulls of those maniacs like putrid water melons.	$400	Hammer, Heavy Hammer, Crowbar, Nail Hammer, Sledgehammer, Construction Hammer, Maul, Pickaxe, Hanbo, Ban, M.C., Pick of Destiny, Gabriel's Sledgehammer,	Weight Plate x 1, Gears x 1, Clamp x 2	Critical +4%	18
HIGH VOLTAGE MOD	As my papa used to say—the only thing better than a battery are two batteries. And two batteries fastened to a solid blade should give quite a shock to any living corpse. Tried and tested!	$400	Axe, Sugar Cane Knife, Tijuana Machete, Sickle, Machete, Two-Handed Axe, Wakizashi, Katana, Tanto, Cane Knife, Exotic Cane Knife, Zed's Demise, Viking of the South, Bushmaster, Banisher, Eviscerator, Claws, Golf Club, Police Baton, Metal Baton, Heavy Baton, Mace, Exotic Mace	Duct Tape x 2, Wire x 2, Battery x 3, Phone x 2	Shock x 2, Critical + 4%	Quest
HOT ROD MOD	The instructions below will allow you to heat up the blade of a machete to a temperature so high you will be able to cut through the flesh of teh walking dead like butter. I advise you to be careful while using it—it can cause serious burns.	$1,600	Tijuana Machete, Machete, Bushmaster	Steel Rod x 2, Wire x 2, Large Battery x 3, Belt x 1, LP4000 Battery x 1	Fire x 1, Critical +10%	Quest
IMPACT MOD	Have you ever prepared escalopes? Did you happen to pound the meat with an electrocution hammer? You will have a chance now, provided you manage to put together such a tool in the way I described in the instructions below. It works!	$200	Meat Mallet, Nail Hammer, Police Baton, Metal Baton, Heavy Baton, Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Wrench, Heavy Wrench, Shillelagh, Shovel, Pickaxe, staff, Cudgel, Heavy Morning Star, Bronze Knuckles, Italian Plumber, Pick of Destiny, Blunt Speaker, Home Run, Ban, M.C., Bouncer's Pal	Metal Scrap x 2, Barbed Wire x 2, Battery x 2	Shock x 1, Critical + 3%	Quest
INFERNO MOD (AREA OF EFFECT ATTACK)	Become a lord of hellfire and send your enemies to perdition.	$1,300	Morning Star, Police Baton, Metal Baton, Heavy Baton, Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Cudgel, Exocit Mace, Kanabo, Metal Kanabo, BLunt Speaker, Home Run, Bouncer's Pal, Shovel, Shillelagh, Chinese War Sword, Golf Club, Mace, Staff, Wrench, Heavy Morning Star	Duct Tape x 3, Wire x 3, Soap x 3, Belt x 3, Large Battery x 3, Metal Scrap x 3	Fire x 3, Critical +15%	57
JUSTICE MOD	You surely have access to a hammer. It just takes some looking around and playing MacGyver to change the simplest tool into a makeshift weapon capable of crushing and knocking down the largest Thugs you come across. In other words—the dream of every handyman	$1,200	Heavy Hammer	Duct Tape x 2, Metal Scrap x 2, Battery x 3, Metal Scrap x 2, Weight Plate x 1, Gears x 1, Clamp x 2	Shock x 3, Critical + 8%	15
LIGHTNING MOD	What you've got here is a relatively simple way to turn a blunt tool into a percussive weapon. An electrified hammer or some club will make them rotting freaks jump back after every blow as if hit by a train.	$400	Hammer, Heavy Hammer, Big Baseball Bat, Crowbar, Nail Hammer, Police Baton, Metal Baton, Heavy Baton, Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Wrench, Heavy Wrench, Sleddgehammer, Construction Hammer, Maul, Pickaxe, Kanabo, Metal Kanabo, Italian Plumber, Gabriel's Sledgehammer, Pick of Destiny, Blunt Speaker, Home Run, Ban, M.C., Bouncer's Pal	Duct Tape x 2, Wire x 2, Battery x 3,Metal Scrap x 2	Shock x 2, Critical + 4%	Quest
LIGHTNING STORM MOD (AREA OF EFFECT ATTACK)	This modification creates a powerful electric field around your weapon. Each blow can cause damage to multiple enemies.	$900	Axe, Sugar Cane Knife, Tijuana Machete, Sickle, Machete, Two-Handed Axe, Wakizashi, Katana, Tanto, Cane Knife, Exotic Cane Knife, Zed's Demise, Viking of the South, Bushmaster, Banisher, Eviscerator, Bronze Knuckles	Lighter x 2, Steel Rod x 2, Clamp x 1, Belt x 1, Large Battery x 1, Metal Scrap x 1	Shock x 1, Critical + 5%	Quest
LIQUID FIRE MOD (AREA OF EFFECT ATTACK)	Liquid fire will liquidate all your enemies.	$900	Morning Star, Police Baton, Metal Baton, Heavy Baton, Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Cudgel, Exocit Mace, Kanabo, Metal Kanabo, BLunt Speaker, Home Run, Bouncer's Pal, Shovel, Shillelagh, Chinese War Sword, Golf Club, Mace, Staff, Wrench, Heavy Morning Star	Lighter x 2, Steel Rod x 2, Clamp x 1, Belt x 1, Large Battery x 1, Metal Scap x 1	Fire x 1, Critical +3%	14
MAGIC WAND MOD	I'm a wizard! I fi gured out how to make a real magic (oh fine, electric) wand that will knock those monsters down with a single swat. Try to do everything as described in the instructions and—if you don't electrify yourself—you'll topple the enemies like a freakin' sorcerer.	$600	Police Baton, Metal Baton, Heavy Baton, Sledgehammer, Construction Hammer, Maul, Pickaxe, Kanabo, Metal Kanabo, Gabriel's Sledgehammer, Pick of Destiny	Duct Tape x 3, Wire x 3, Large Battery, x 2, Phone x 2, Electronic Scrap x 2		Quest
MEAT BAIT BLUEPRINT	Okay, now I know this sounds disgusting, but hear me out. A jar filled with flesh can be used to bait the walking dead. Throw it hard and when it shatters the undead will gather around it like vultures over a rotting carcass.	$150		Meat x 3, Duct Tape x 1		43

NAME	DESCRIPTION	PRICE	BASE ITEM NEEDED	PARTS NEEDED	EFFECTS	MAP LOCATION
MEAT CUTTER MOD	Head will roll, limbs will fall and blood will boil.	$1,300	Crowbar, Flanged Mace, Scottish Dirk, Sledgehammer, Construction Hammer, Maul, Exotic Mace, Metal Kanabo, Kanabo, Gabriel's Sledgehammer, Pick of Destiny	Belt x 3, Wire x 3, Blade x 2, Circular Blade x 2	bleed x 3 Critical + 1%	50
MEDIEVAL MOD	By following my guidelines you will make your Kanabo able to not only smash bones and crack skulls but also gut the veins out, literally. I'm not kidding, you'll hit a guy with this and he will be spilling blood as if shot with a shotgun	$1,600	Kanabo	Duct Tape x 3, Deodorant x 3, Large Battery x 2, Phone x 2, Electronic Scrap x 2, Barbed Wire x 2, Nails x 2		Quest
MOLOTOV BLUEPRINT	Here's an easy recipe for a simple incendiary device. A bottle of booze and a rag are all you need to turn any enemy from rare to well-done. Easy as pie as long as you don't accidentally barbecue yourself.	$300		Alcohol x 2, Rag x 1		Quest
NAILED MOD	Thanks to a couple of nails you'll turn any kind of wooden club into a deadly mace. Just follow the instructions below and you will have a chance to put holes in many human fleshmongers.	$200	Big Baseball Bat, Meat Mallet, Morning Star, Baseball Bat, Stick, Wooden Baton, Tonfa, Cudgel, Kanabo, Hanbo, Home Run, Blunt Speaker, Bouncer's Pal, Bronze Knuckles, Staff, Wrench, Mace, Golf Club, Shillelagh	Nails x 2	bleed x 1, Critical + 2%	3
NUTS AND BOLTS MOD	If you're in possession of several large, heavy bolts and a sturdy club (ideally a metal one) then you will be able to assemble a mace that will come in handy. A blow with this appliance should be a painful experience for whoever is at the business end of it…	$200	Morning Star, Metal Baseball Bat, Police Baton, Metal Baton, Heavy Baton, Heavy Morning Star, Cudgel	Bolts x 2	bleed x 1, Critical + 3%	2
OLD SMOKY MOD	I fi gured out a way to administer to those rotting crazies a dose of electrocution they will not soon forget… if they're capable of remembering anything in the first place. I made a list of several required elements; all you need to do is put them together with a sound machete and you'll get a really awesome spark-crackling blade.	$1,000	Axe, Morning Star, Flanged Mace, Golf Club, Cudgel, Heavy Morning Star, Mace, Exotic Mace	Duct Tape x 3, Engine Parts x 3, LP4000 Battery x 1, Magnet x 2, Belt x 2, Blade x 2	Shock x 4, Critical +7%	44
PARALYZING STRIKE MOD	Okay if you want a weapon that will make the creature wounded puke his guts out, follow the instructions in my notes. The assembly shouldn't be too difficult provided you gather the right components. Good luck	$200	Axe, Knife, Cleaver, Tijuana Machete, Balanced Throwing Knife, Sickle, Machete, Two-Handed Axe, Tanto, Wakizashi, Katana, Double Blade, Reaper, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed, Throwing Knife, Expert Throwing Knife, Bloodletter	Oleander x 2, Bleach x 2	Poison X 1, Critical +3%	12
PHOENIX MOD	This may seem ironic but I developed a way to transform a fire axe into a weapon that sets the enemies on fire! Embed it deep into the rotting body of a walking enemy and you'll turn it into a walking column of fi re. Made well, this can be a really deadly weapon.	$1,000	Shillelagh	Barbed Wire x 1, Wire x 2, Large Battery x 2, Steel Rod x 2, Belt x 1, Duct Tape x 3, Gas for Lighter x 1		47
PIRANHA MOD	I designed (and was even able to test in action) a clever tool to exterminate these monsters plaguing our beautiful island. Well, it will require collecting several special elements to be combined into a one deadly whole that—provided you are strong enough—will allow you to survive the darkest hour.	$600	Sledgehammer, Construction Hammer, Maul, Pickaxe, Gabriel's Sledgehammer, Pick of Destiny	Weight Plate x 1, Gears x 1, Blade x 1, Clamp x 1		32
POISON BOMB BLUEPRINT	I prepared a relatively easy to construct bomb that spreads a poisonous substance, that will bring upon the unlucky affected a literal puke fest. Just remember not to stand windward when using it!	$100		Duct Tape x 1, Wire x 1, Soap x 1, Deodorant x 2, Wristwatch x 2		Quest
PRIDE GUN MOD	Follow my method and you can turn your gun into something even more explosive. Just try not to make any mistakes while putting it together, as it may be the last mistake you ever make.	$1,200	Pistol, Heavy Pistol, McCall's 9mm	Deodorant x 2, Lighter x 2, Wire x 2, Gas for Lighter x 2		57
PRIDE RIFLE MOD	If you carefully follow the instructions provided below you will be able to turn your rifle into an zombie kicking tool!	$2,400	Auto Rifle, Single Shot Rifle, Burst Rifle, Defender Of The Motherland	Deodorant x 2, Metal Scrap x 2, Wire x 2, Gas for Lighter x 2	Shock x 1, Critical + 3%	56
PRIDE SHOTGUN MOD	If you want to make your shotgun even more effective, carefully read the instructions I prepared below.	$2,400	Shotgun, Short Shotgun, Crowd Pleaser	Deodorant x 2, Bleach x 2, Wire x 2, Gas for Lighter x 2	Shock x 1, Critical + 1%	
RAZOR MOD	Provided you can fi nd some sharp pieces of iron and some bolts you'll be able to turn most of the clubs into a killer mace straight from the darkness of the Middle Ages. Bountiful bleeding guaranteed!	$600	Big Baseball Bat, Morning Star, Baseball Bat, Metal Baseball Bat, Stick Wooden Baton, Tonfa, Heavy Baton, Metal Baton, Police Baton, Kanabo, Metal Kanabo, Hanbo, Scottish Dirk, Shovel, Golf Club, Home Run, Blunt Speaker, Bronze Knuckles, Staff, Cudgel	Blade x 2, Bolts x 3, Engine Parts x 2, Circular Blade x 2	Bleed x 3, Critical + 6%	54
RENDERING CLAWS MOD	Regular brass knuckles may not suffice to handle someone who doesn't feel a thing and whose only desire is to eat your face. One needs something more. The inspiration for my upgraded brass knuckles was a certain superhero—after mounting a couple of sizeable blades you will level the battlefield when you're confronted with one of those freaks. I can only wish you luck, friend.	$1,000	Spiked Brass Knuckles, Badass Brass Knuckles, Brutal Brass Knuckles	Blade x 4, Bolts x 4, Metal Scap x 2		10
RIFLE AMMO BLUEPRINT	I would like to share the knowledge I gained years ago and that unfortunately may have vital application under the current circumstances. The notes you will find below will allow you to create rifl e rounds. I'm aware that you probably won't find much of it on the island but still…	$750		Metal Scrap x 2, Bleach x 1		29
RIPPER MOD	Would you look at that—a baseball bat, a circular saw and a motor; all combined into a killer tool of doom! If you make it the right way you will be able to start massacring those lousy living dead.	$200	Baseball Bat, Home Run, Blunt Speaker, Bouncer's Pal	Duct Tape x 2, Wire x 2, Belt x 1, Large Battery x 1, Circular Blade x 1, Large Nail x 2		7
SAW DISC AXE MOD	Follow my instructions carefully. I know it may sound complicated, but in the end you'll be rewarded with a vicious weapon that will allow you to slaughter the undead like helpless cattle.	$1,000	Big Baseball Bat, Baseball Bat, Kanabo, Hanbo, Shovel, Home Run, Blunt Speaker, Shillelagh		Bleed x 4, Critical +8%	24
SHARK MOD	This thing I managed to compile…is a dream of ever y homegrown designer with killer inclinations (or rather every murderer with an affi nity to DIY). As God is my witness, I wished you didn't have to use that toy but it's out of my hands. Using it will turn those bastards into bloody scraps.	$2,500	Sledgehammer, Construction Hammer, Maul, Gabriel's Sledgehammer	Weighted Plate x 1, Gears x 1, Circular Blade x 2, Clamp x 2, Blade x 3		57
SHARP EDGE MOD	Occam's Razor states that the simplest solution is always the best.	$900	Big Baseball Bat, Baseball Bat, Metal Baseball Bat Stick Wooden Baton, Tonfa, Pickaxe, Italian Plumber, Pick of Destiny, Blunt Speaker, Home Run, M.C., Bouncer's Pal	Bolts x 2, Large Nail x 2, Circular Blade x 2	Bleed x 1, Critical + 2%	5
SHOCK GUN MOD	This gun will stupefy every undead out there when you test its improved effect on them. It will literally strike them with electricity. The recipe below is, all in all, pretty simple—check it out yourself and give it a try.	$600	Nail Gun, Pistol, Heavy Pistol, McCall's 9mm, Harpoon	Battery x 2, Metal Scrap x 2, Magnet x 2	Shock x 1, Critical + 2%	31
SHOCK MOD	I found that a piece of blade and some electricity is enough to stun one undead. All you have to do is use insulating tape to stick a battery and some wires to a blade and…voila!—we've got a fancy toy.	$200	Sugar Cane Knife, Tijuana Machete, Meat Mallet, Flanged Mace, Sickle, Machete, Two-Handed Axe, Wakizashi, Katana, Tanto, Cane Knife, Zed's Demise, Viking of the South, Bushmaster, Banisher, Banisher, Eviscerator, Claws, Golf Club, Police Baton, Metal Baton, Heavy Baton, Mace, Exotic Mace,	Duct Tape x2, Wire x 2, Battery x 2	Shock x 1, Critical +3%	13

NAME	DESCRIPTION	PRICE	BASE ITEM NEEDED	PARTS NEEDED	EFFECT(S)	MAP LOCATION
SHOCK RIFLE MOD	I made something up that I don't have a name for yet…maybe and electric rifl e? I don't know about that….But getting to the point—a weapon modifi ed this way is capable of electrocuting in addition to dealing the usual damage. I strongly advise to make use of it if you want to deal with the zombie plague more effectively.	$1,200	Auto Rifle, Single Shot Rifle, Burst Rifle, Defender Of The Motherland, Harpoon	Battery x 2, Metal Scrap x 2, Magnet x 2	Shock x 1, Critical + 3%	30
SHOCK SHOTGUN MOD	Read the below instructions carefully, they will teach you how to make your gun not only spread clouds of pellets but also electrocute those who stand in your way. There's no need to thank me…	$1,200	Shotgun, Short Shotgun, Crowd Pleaser	Battery x 2, Electronic Scrap x 2, Magnet x 2	Shock x 1, Critical + 4%	39
SHOCKING CROWBAR MOD	What will result from a combination of a sturdy crowbar, weight plates and electricity? Follow the instructions and you will have a chance to see for yourself. There's not much effort needed for this and teh effect you get will be a blast, I swear.	$1,600	Crowbar	Duct Tape x 3, Wire x 3, Large Battery x 3, Nails x 2, Belt x 2, Weight Plate x 2, Bolts x 2	Shock x 4, Critical +8%	38
SHOCKING SLEDGE MOD	A large, double-handed hammer itself is quite a weapon against teh plague of those salivating tramps. If you add some load to it, throw in a couple gimmicks and run an electric charge through the head your enemies will launch on impact as if from a catapult.	$1,200	Maul	Duct Tape x 2, Wire x 2, Battery x 3, Metal Scrap x 2, Weight Plate x 1, Gears x 1, Clamp x 2		45
SHOCKWAVE MOD (AREA OF EFFECT ATTACK)	Want to kill more than one enemy with one hit? Then try this recipe	$1,150	Axe, Sugar Cane Knife, Tijuana Machete, Sickle, Machete, Two-Handed Axe, Wakizashi, Katana, Tanto, Cane Knife, Exotic Cane Knife, Zed's Demise, Viking of the South, Bushmaster, Banisher, Eviscerator	Duct Tape x 3, Wire x 3, Battery x 3	Shock x 2, Critical + 10%	19
SHORT-CIRCUIT MOD	A high dose of electricity running through a well-sharpened piece of metal is—as it turns out—a really good way to give those undead things a serious reason for epileptic dance routines. Follow the instructions below and you won't regret it…	$600	Axe, Sugar Cane Knife, Tijuana Machete, Crowbar, Morning Star, Sickle, Machete, Two-Handed Axe, Wakizashi, Katana, Tanto, Cane Knife, Exotic Cane Knife, Zed's Demise, Viking of the South, Bushmaster, Banisher, Eviscerator, Golf Club, Police Baton, Metal Baton, Heavy Baton, Cudgel, Heavy Morning Star, Mace, Exotic Mace	Duct Tape x 3, Wire x 3, Large Battery x 2, Magnet x 2, Electronic Scrap x 2	Shock x 3, Critical + 5%	26
SHREDDER	This is purchased from Alex in henderson (parts and plans store) for $2750. Below I described how to turn a regular baseball bat into a small, handy saawmill. You put together various sharp junk and tools, then combine them to maximize the destructive force of such a club. The unfortunate punk hit with something like that will bleed out before he hits the ground.	$2,500	Big Baseball Bat, Baseball Bat	Chircular Blade x 1, Bolts, x 2, Steel Rod x 2, Clamp x 2, Gears x 2, Glue x 2, Rag x 2	Bleed x 5, Critical +10%	57
SLASH MOD	Blades mounted horizontally on a club will turn it into a weapon causing so much bleeding you'll need protective goggles to keep your eyes safe from all the gore spurting out of your enemies.	$600	Big Baseball Bat, Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Kanabo, Hanbo, Home Run, Blunt Speaker, Bronze Knuckles	Blade x 3, Bolts x 2, Gears x 2	Bleed x 3, Critical + 7%	34
SOLAR FLARE MOD (AREA OF EFFECT ATTACK)	Don't look directly into the sun!	$1,150	Shillelagh	Duct Tape x 3, Wire x 3, Deodorant x 1, Belt x 2, Large Battery x 2, Metal Scrap x 2		46
SONIC PULSE GRENADE BLUEPRINT	According to my observations the brains of those ubiquitous damned still remain active, although in quite a peculiar way. One can take advantage of this by adjusting their brain wave frequencies using my invention. The effect? You'll see for yourself. I promise it will be… explosive.	$110		Duct Tape x 2, Wire x 1, Electronic Scrap x 2, Phone x 1, Large Battery x 2		33
STICKY BOMB MOD	A knife you can throw and an explosive to attach to it is really the only thing you need to make a sticky-grenade. Make a couple of these toys following the instr uctions: just remember to aim well.	$150	Homemade Knife, Knife, Kitchen Knife, Wicked Knife, Diving Knife, Military Knife, Assassin's Greed	Bleach x 1, Ammonia x 1, Soap x1, Wristwatch x 2		36
STRIKER GUN MOD	The instructions below turn a handgun into a small flame-thrower…or something of the like. In any case, if you put enough effort into creating it you'll be able to set fire to the marauders you meet. Good luck!	$600	Nail Gun, Pistol, Heavy Pistol, McCall's 9mm	Gas for Lighter x 2, Lighter x 2, Glue x 2, Bleach x 2	Fire x 1, Critical +2%	37
STRIKER RIFLE MOD	If you want to experience truly blazing fun with your rifle, take advantage of my idea. Step by step you'll turn your gun into a portable dragon.	$1,200	Auto Rifle, Nail gun Single Shot Rifle, Burst Rifle, Defender Of The Motherland	Gas for Lighter x 2, Metal Scrap x 2, Glue x 2, Bleach x 2	Fire x 1, Critical +1%	42
STRIKER SHOTGUN MOD	The method I developed can make a specifically-tweaked shotgun simply spit fire! Follow the instructions and check out the invention in action yourself.	$1,200	Shotgun, Short Shotgun, Crowd Pleaser	Gas for Lighter x 2, Metal Scrap x 2, Glue x 2, Bleach x 2	Fire x 1, Critical +1%	55
STUN BOMB BLUEPRINT	Would you like to have the ability to knock down several guys at a time, without much effort, and more importantly, without using yoru fist? Man do I have something for you—a recipe for a homemade stun bomb! See the details here…	$100		Duct Tape x 1, Barbed Wire x 1, Electronic Scrap x 1, Deodorant x 2, Wristwatch x 2		52
TESLA BOMB KNIFE MOD	Here I describe a way to turn a knife into an electric grenade. You throw this contraption at the walking dead, the blade plunges into their rotting flesh, and at the same time releases an electric charge that will strike anyone around. I should get the Noble prize for this invention!	$100	Knife, Assassin's Greed	Duct Tape x 1, Wire x 1, Large Battery x 2, Large Nail x 1	Shock x 1	9
TORCH MOD	Do you know how a torch works? Below you'll find a simple way to make one. If you get a good strike in on one of those bloodthirsty madmen, he'll light up like a Roman candle. Plus, it's always an additional source of light for the darkest hour…	$400	Big Baseball Bat, Morning Star, Police Baton, Metal Baton, Heavy Baton, Baseball Bat, Metal Baseball Bat, Stick, Wooden Baton, Tonfa, Cudgel, Exotic Mace, Kanabo, Metal Kanabo, Blunt Speaker, Home Run, Bouncer's Pal, Shovel, Shillelagh, Chinese War Sword, Golfe Club, Mace, Staff, Wrench, Heavy Morning Star	Lighter x 2, Glue x 2, Gas for Lighter x 2	Fire x 1, Critical +4%	Quest
TOXIC MOD	Try and use the fi esh of those exploding poor things according to the given recipe (you will need to obtain several more things, which should not cause you a big deal of trouble) and you will get a venomous weapon that will make sending all these half—dead wretches to their graves all that easier.	$600	Knife, Cleaver, Tijuana Machete, Balanced Throwing Knife, Sickle, Machete, Two-Handed Axe, Tanto, Wakizashi, Katana, Double Blade, Reaper, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed, Throwing Knife, Expert Throwing Knife, Bloodletter	Oleander x 3, Bleach x 3, Suicider Meat x 2, Lemon Juice x 2, Flexible Hose x 2		40
VENOM MOD	You will need various seaweeds and plants, and detergents. Well, you'll also need a bladed weapon you can use it with. A poisoned blade is always better than an untainted one, I know a thing or two about it… just make sure you follow the procedure carefully.	$400	Axe, Knife, Cleaver, Tijuana Machete, Balanced Throwing Knife, Sickle, Machete, Two-Handed Axe, Tanto, Wakizashi, Katana, Double Blade, Reaper, Zed's Demise, Viking of the South, Master Chef, Bushmaster, Banisher, Eviscerator, Assassin's Greed, Throwing Knife, Expert Throwing Knife, Bloodletter	Oleander x 2, Bleach x 2, Nails x 2, Soap x 2	Poison x 2, Critical +4%	8
WEIGHTED MOD	Look through the manual I prepared and you will learn how to quickly and easily make your weapon into a strong crushing tool. More crushing than it already was, that is…	$200	Hammer, Heavy Hammer, Crowbar, Nail Hammer, Sledgehammer, Construction Hammer, Maul, Pickaxe, Hanbo, Ban, M.C., Pick of Destiny, Gabriel's Sledgehammer	Weighted Plate x 1, Clamp x 2	Critical +3%	1

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COLLECTIBLES
AND POINTS OF INTEREST

There are 60 collectibles in *Dead Island: Riptide*. Use the following maps and detailed descriptions to find all of the collectibles in the game. Happy hunting! Here is how the collectible amounts break down individually.

- 9 Secret Files
- 17 Palanai Island Guides
- 10 Angela Guerra Recordings
- 10 John Morgan Diaries
- 14 Palanai Postcards

ANGELA GUERRA RECORDINGS

PALANAI ISLAND

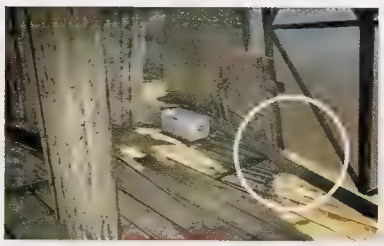
ANGELA GUERRA RECORDINGS

ANGELA GUERRA RECORDING PART 1

The first collectible can be found on the way from the island adventure's beginning at Pearl Sands Beach to Paradise Survival Camp. On the way up the nearby boardwalk, turn left at the first landing and drop down to the beach cabin's rooftop. Drop into the open roof and find the recording on the front table. Use the door in the back of the cabin to leave.

ANGELA GUERRA RECORDING PART 2

This little recording is easy to miss. It's located on the edge of Kingston's Shack's ledge near where Tyler stands in "Rescue Tyler." Tyler stands near the workbench, and the recording is on the platform behind him under the shack. Walk toward the weapon chest and find the recording on the platform's outer edge to the chest's right.



ANGELA GUERRA RECORDING PART 3

This recording is located in the back of Miya's camp in the north. Find it on a wooden bench among some luggage and a fruit crate. This area is much easier to reach when you have access to boats.

ANGELA GUERRA RECORDING PART 4

This recording is inside the Jaba River house in Mataka Village. You must go there in the mission "Electrifying." To gain access, jump to the top of the crates behind the house where the Floater hangs out. Then drop from the second floor balcony into the backyard and break the backdoor down. The recording is located between tires on a metal shelf's bottom rack.

ANGELA GUERRA RECORDING PART 5

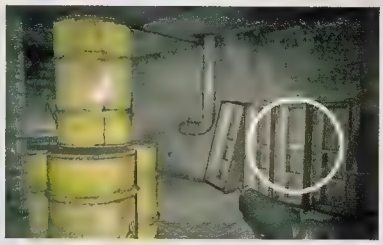
This recording is inside the bunker found south of the BioSphere accessed during "Surplus." You must enter the BioSphere gate (map loading segment), which becomes accessible during "Way of Science." Take a left at the dirt path intersection before the lab and walk on the rock outcroppings and the fell tree to avoid the landmines on the path. Use your flashlight to find the ladder on the first room's back wall. This leads to the upper level where the recording is on a table. Find the Tesla Bomb Knife Mod under the bed and the Surplus Colt in a wooden crate.

THE TUNNELS

ANGELA GUERRA RECORDINGS

ANGELA GUERRA RECORDING PART 6

Beyond the first breakdown door in the tunnels are a few feasting Walkers inside a room. Find a recording on a bookshelf in the second room. The High Voltage Mod is on a metal shelf in this same room's back corner.



PINAI FERRY STATION

ANGELA GUERRA RECORDINGS

ANGELA GUERRA RECORDING PART 7

This recording is on a shelf inside the locked warehouse across from the Ferry Station. The warehouse doors open to let out zombies during "Terminal Siege." Before leaving on the ferry, investigate the warehouse to find a Shockwave Mod.

HENDERSON

ANGELA GUERRA RECORDINGS

ANGELA GUERRA RECORDING PART 8

This recording is in the open courtyard west of the cinema. Four workbenches are nearby and the recording is on a table under an umbrella.

ANGELA GUERRA RECORDING PART 9

This recording is inside the store on Henderson's extreme southern tip. Access this store by breaking down the door in "Hidden Data," or break in whenever you wish. But watch out for the nearby floating Drowners. The recording is next to the phone on the small table inside. The Phoenix Mod is on the counter just a couple feet away.

ANGELA GUERRA RECORDING PART 10

This collectible is near the entrance in the military base. Find the recording in a green army tent on a metal shelf. Watch for mines along the way. Mines can be triggered from a distance by shooting or throwing things at them to avoid accidents.

JOHN MORGAN DIARIES

PALANAI ISLAND

JOHN MORGAN'S DIARIES

JOHN MORGAN'S DIARYPART 1

John's first diary is located in the hut that sits on the Paradise Survival Camp entry bridge's second level platform. The diary is on a table in the middle of the hut. Use the ladder on the bridge's right side before entering the compound to reach the platform.

JOHN MORGAN'S DIARYPART 2

John's second diary is located in the survivors' camp in Halai Village. Access is gained during "Where the Dead Live." The diary is on the boathouse's second level, on the south side. Find it on a corner table near the balcony exit.

JOHN MORGAN'S DIARYPART 3

This diary is in the boathouse in Marik's Marina. To get into this gated boathouse, climb the ladder behind the adjacent building and follow the rooftops to the west end. Defeat the zombies in the gated area below (explosive barrels come in handy). Then drop down, defeat the Thug, and enter the building. The diary is on the workbench on the far wall. A Rendering Claws Mod is also in the nearby corner.

JOHN MORGAN'S DIARYPART 4

This diary is located on the second level, north-facing balcony of the Santa Maria Mission. Find the diary on a wooden crate against the wall dividing the two north-facing balconies.

JOHN MORGAN'S DIARYPART 5

This diary is located on Dr. Kessler's computer desk inside his BioSphere Lab. The lab is accessible during "Way of Science."

THE TUNNELS

JOHN MORGAN'S DIARIES

JOHN MORGAN'S DIARYPART 6

This diary is located on the satellite dish chasm's top level. It's on a small bookshelf along the dilapidated cells' back wall. Don't let the slumbering Walkers catch you off guard. Use a flaming weapon or several flares to see what you're doing.

HENDERSON

JOHN MORGAN'S DIARIES

JOHN MORGAN'S DIARYPART 7

John's seventh diary is inside Henderson's Makeshift Hospital. It's on the lobby counter to the left as you enter.

JOHN MORGAN'S DIARYPART 8

This diary is outside the Infected Warehouse just south of the Old Town Cinema. Look for it on one of the cluster of tables. This is also to the left of "Rescue Kyle."

JOHN MORGAN'S DIARYPART 9

This diary is out in the open but very easy to miss. The spot you're looking for is west along the same alley where Frankie O'Hara's apartment is located. The diary is in a plastic milk crate with a fruit power-up on this flooded Henderson corner.

JOHN MORGAN'S DIARYPART 10

This diary is in the same courtyard as "Rescue Gianna." Find the diary to the east behind a barricade of sheet metal and barrels. The Meat Bait Blueprint can also be found in a milk crate here.

POSTCARDS
FROM PALANAI

PALANAI ISLAND

POSTCARDS FROM PALANAI

1 POSTCARD FROM PALANAI #1

This postcard is in the Fast Travel hut in the Paradise Survival Camp. Look on the bar near where Henry Boyle stands. You must complete "Back to Reality" before the interior becomes accessible.

2 POSTCARD FROM PALANAI #2

This postcard is on a coffee table inside the stilted east bungalow at Kiwi Camping Grounds. Jump over the barricade at the front door to enter this structure.

3 POSTCARD FROM PALANAI #3

This postcard is located in Makayla's Workbench bungalow on a coffee table in the living room. You can trade with Makayla; she is a Premium Store.

4 POSTCARD FROM PALANAI #4

This postcard is located on a folded mattress on top of a tree house-like platform at Breri Outpost. This platform is adjacent to Peter Spicer's Shack (Dead Zone). Climb the thick, leaning tree trunk to reach the platform. Watch out for the walker asleep on the platform.

5 POSTCARD FROM PALANAI #5

This postcard is located inside Marcus' house in Mataka Village. Entry cannot be gained into this bungalow until you take the Cinchona tree bark to Hadisi during "Natural Resources."

6 POSTCARD FROM PALANAI #6

This postcard is on the narrow wrap-around deck of this Halai Village bungalow. Look for a little table with fruit on it to find the postcard. It's behind the structure facing the open water.

HENDERSON

POSTCARDS FROM PALANAI

7 POSTCARD FROM PALANAI #7

This postcard is one of the last you'll find in Henderson. It is located in Nick's House, accessed during "Hidden Data." The postcard is on a small table between a tub and a sink. This is across from the room where the computer for "Hidden Data" is found.

8 POSTCARD FROM PALANAI #8

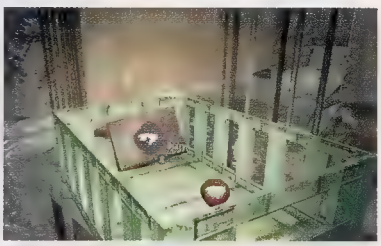
This postcard is out in the open but easy to overlook. It's located on the Henderson Bank's front porch near the overturned trashcan to the entrance's right.

9 POSTCARD FROM PALANAI #9

This postcard is on the sightseeing terrace on Henderson's southern tip. Defeat the Thug that hangs out here, and then find the postcard on a table near the building. Climb the ladder on the building's side to access the upper balcony where the Bluntly Shocked Mod is located.

10 POSTCARD FROM PALANAI #10

Find this postcard on the northern pier. It's on a wooden crate fallen from an overturned cart. Be prepared to battle through a handful of Walkers to reach this collectible. Also, find the Exploding Meat Blueprint near the dead-end. It's in the corner behind some crates. Try it out at the nearby workbench.



11 POSTCARD FROM PALANAI #11

This postcard is below the workbench balcony where the "Memories" mission-giver Damien can be found. On the terrace below the balcony, find the card on a table.

12 POSTCARD FROM PALANAI #12

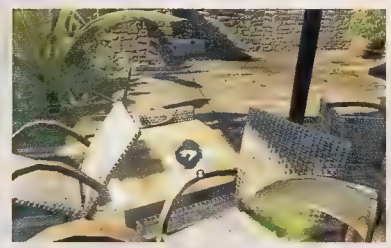
The twelfth postcard is on a park bench in the Town Hall and Church courtyard. This is where the Screamer and other Walkers hang out.

13 POSTCARD FROM PALANAI #13

This postcard is located in Rodrigo's Workshop. It's on the bulletin board behind the counter.

14 POSTCARD FROM PALANAI #14

This postcard is on a terrace that can only be reached from the Old Town Cinema's roof. Find the card on a table under an umbrella.



PALANAI
ISLAND GUIDES

PALANAI ISLAND

PALANAI ISLAND GUIDES

PALANAI ISLAND GUIDE #1
The first Palanai Island Guide is on the covered bench near the parked vehicle. This is found as you leave Paradise Survival Camp via its east boardwalk.

PALANAI ISLAND GUIDE #2
The second island guide is located across the street from the Kiwi Camping grounds. It's on the covered bench on the deck. Prepare to battle zombies, as they are always feeding around this area.

PALANAI ISLAND GUIDE #3
The third guide is located north up the road from the Hoyahoya Bar. It's on a roadside table between a crate and a basket of fruit.

PALANAI ISLAND GUIDE #4
This guide is located on a bench on the raised, covered boardwalk of Zimakani Rest beside the Crossroads Bungalow Dead Zone. There's usually a Floater in the water below and a boat docked nearby.

PALANAI ISLAND GUIDE #5
The fifth guide is located in Alfred's camper by the lake in the northwest. This spot is usually found during "Rescue Alfred." The camper can be safely entered after freeing Alfred from the zombies. A Weighted Mod and this guide are on the floor inside.

PALANAI ISLAND GUIDE #6
This guide is located on a porch umbrella-table in Marik's Marina. There are usually two slumbering Walkers on either side of the table. This area is typically accessed when on the hunt for a working boat.

PALANAI ISLAND GUIDE #7
This guide is located on the covered bus stop bench just west of the BioSphere. It is very close to a roadside Workbench shack.

PALANAI ISLAND GUIDE #8
During "Rescue Megan," a very small island campsite is visible. This is where the eighth guide is located. Look north while standing next to Megan on her treehouse platform. The guide is on the ground behind water jugs and beside the wooden bench.

PALANAI ISLAND GUIDE #9
This guide is located in the tool shed inside the Halai Village Dead Zone, which is opened during "Where the Dead Live." After defeating all the zombies, including the large Thug, follow the objective marker into the tool shed. The guide is on a stack of boxes behind Marcus' toolbox.

THE TUNNELS

PALANAI ISLAND GUIDES

PALANAI ISLAND GUIDE #10
This Henderson Town Hall guide is located near the tunnel exit. Clear out all of the gunmen first. Then find the guide in a corner just before the exit, next to a folded mattress and pack of canned food.

PINAI FERRY STATION

PALANAI ISLAND GUIDES

PALANAI ISLAND GUIDE #11
This guide is located in the narrow, second-story office inside the Ferry Station. Find the guide on the computer desk.

HENDERSON

PALANAI ISLAND GUIDES

PALANAI ISLAND GUIDE 12
This guide is in the city's southwest section in the shop district. Find it on a clothing market table. The guide is a few clothing stacks to the left from the "Superhero" mission's super-shoes.

PALANAI ISLAND GUIDE 13
This guide is on the floor behind the first row of seats in the Old Town Cinema's theater (basement floor). Defeat the Thug and other zombies inside on your first visit.

PALANAI ISLAND GUIDE 14
Find this guide at the top of the stairs to the left of the Old Town Cinema's front entrance (with the ladder you need to lower). The guide is on a table at the pathway's end. Jump over the debris to get to it.

PALANAI ISLAND GUIDE 15
This guide is located on an ice-cream cart just outside the Sea Market.

PALANAI ISLAND GUIDE 16
This guide is located on this western narrow walkway. It's under a tree on a park bench.

PALANAI ISLAND GUIDE 17
The seventeenth guide is on this street chockfull of markets and restaurants south of the Infected Storage Dead Zone. It's on an exterior restaurant table. One restaurant over, a keepsake photo sits on a similar table.

SECRET FILES

PALANAI ISLAND

SECRET FILES

SECRET FILES PART 1

The Halai Village survivors' camp is accessible during the "Where the Dead Live" quest. This Secret File is located underneath the bed in a room on the large boathouse's south side. The Secret File contains plot details from the original Dead Island.

SECRET FILES PART 2

This secret file is located in the tool shed inside the Halai Village Dead Zone, which is opened during "Where the Dead Live." After defeating all the zombies, including the large Thug, follow the objective marker into the tool shed. The secret file is on the shelf to the right, next to the Liquid Fire Mod.

SECRET FILES PART 3

Start Bruce's mission "White Line" to access this secret file. This allows the drug dealer's shack door to be opened. Defeat the poisonous Mr. Dead immediately after opening the door (he comes running at you). Investigate the sheet metal piece on the floor to find the cellar underneath. Defeat the zombies below and find the secret file on a cabinet opposite the drug table.

SECRET FILES PART 4

This file is inside the BioSphere Lab, which is accessible during "Way of Science." The Secret File is located in the narrow office adjacent to Dr. Kessler's lab. Look for it in an overturned cardboard box on the floor near the desk.

THE TUNNELS

SECRET FILES

SECRET FILES PART 5

This file is located in the same room as the Master Key. Clear the armed gunmen inside before exploring the room. Explosives work nicely to damage them behind cover. Look on the floor near the bed for the file. The Lightning Storm Mod leans against a bookshelf near the Master Key locker.

HENDERSON

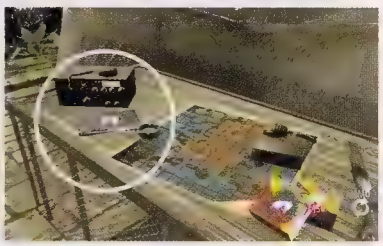
SECRET FILES

SECRET FILES PART 6

This secret file is located inside the military base structure accessible during and after "Militarized Zone." It's in the final room where the meat-throwing Grenadier can be found. Look for the file on a small desk.

SECRET FILES PART 7

This secret file is not so secret. It's in front of the green tent with the Fast Travel map on it. The file is on a table along with a Shotgun and ammo.



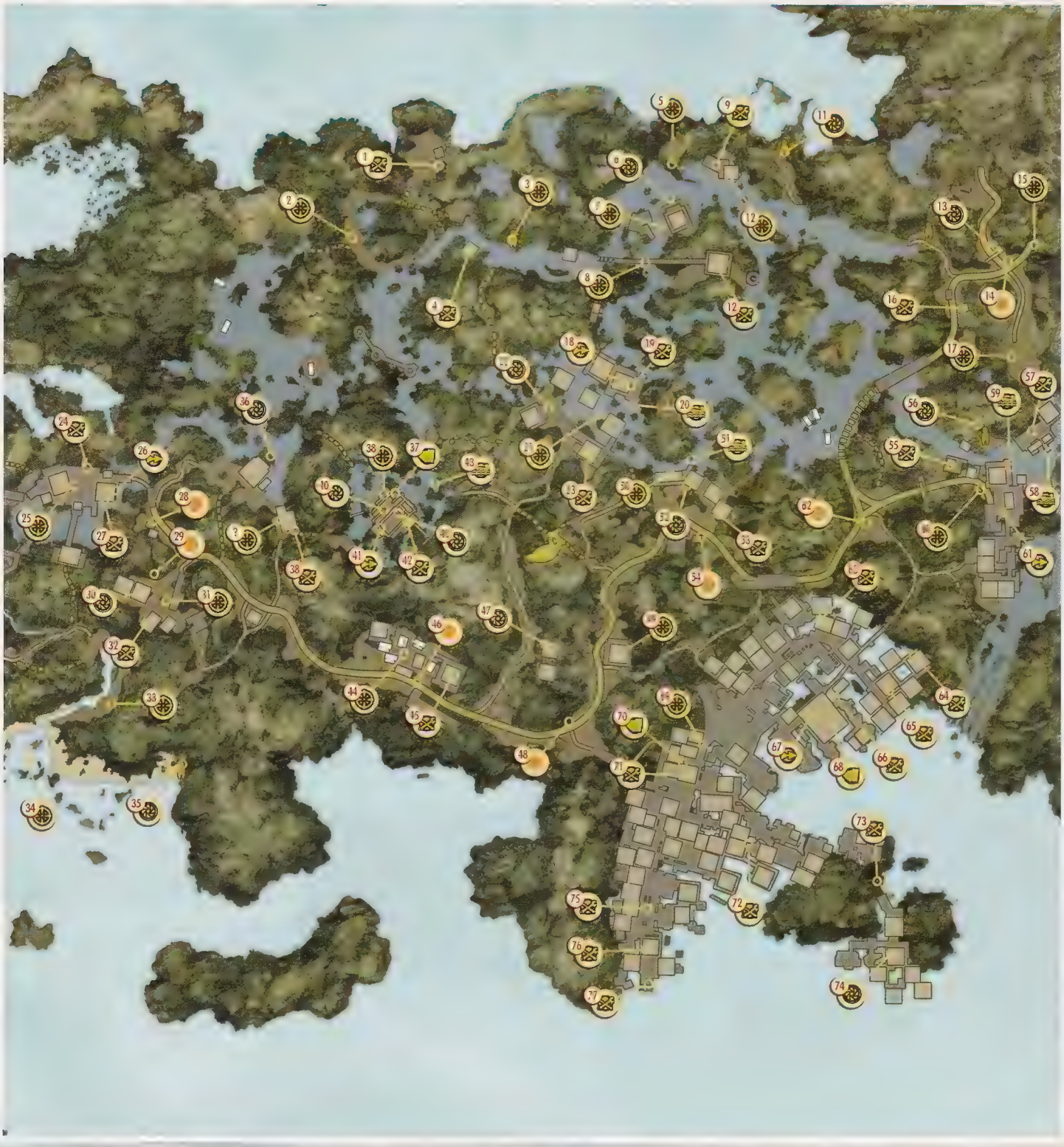
SECRET FILES PART 8

This file is on the Fort of Henderson's first tier. Look on the crashed helicopter's left side on the backseat. The Fort of Henderson becomes accessible during "The Crash."

SECRET FILES PART 9

This is the last secret file in Henderson. It's in the Quarantine Zone, usually found while leaving ("With the Tide") for the Docks. Near the stairs that lead to the Docks entrance, look for a workbench. Now locate the stack of wooden crates and find the secret file behind them.

PALANAI
POINTS OF INTEREST



1. **Miya's Camp Workbench**: Soaps on bench (2); wire, battery, cash, and collectible recording just outside the workbench shack.
2. **Helicopter Wreck**
3. **Tuluga Cave Jimmy "Deathtrap" O'Neill Dead Zone**: See Dead Zone Bosses.
4. **Workbench Shack**: Wire, magnet, cash in basket.
5. **Yagaria Waterfall**
6. **Peter Spicer's Shack Dead Zone:** See Dead Zone Bosses.
7. **Breri Outpost**
8. **Hanging Joe**: Collapsed bridge.
9. **Kingston's Shack Workbench:** Weapon chest, recording collectible.
10. **Kingston's Shack**
11. **Oliver Wenge's Hideout Dead Zone**: See Dead Zone Bosses.
12. **Drug Dealer's Workbench**: Energy drink, bandages, loot luggage, weapon chest.
13. **BioSphere Laboratory**
14. **Car**
15. **Destroyed Road**
16. **Roadside Workbench Shack**: Suicider inside, two soaps, weapon chest.
17. **Moazik Shrine**
18. **Fast Travel Map**: Outside Marcus Villa's bungalow's front door. activated once Batram is defeated
19. **Marcus Villa's Workbench:** energy drink, Marcus' Map, Marcus' Note, (3) fruit, alcohol, canned food, electronic scrap, painkillers, Postcard #5. (this workbench is inside so be sure to delete the reference to it being outside.
20. **Boat**
21. **Mataka Village**
22. **Mataka Village Bungalow:** AC power, semiconductors, titanium pipe
23. **Workbench**: Backyard of "Electrifying" bungalow; use barrels in backyard to access second floor balcony and drop into backyard.
24. **Paradise Survival Camp Workbench**: On large north platform.
25. **Paradise Survival Camp**
26. **Fast Travel Map**: Behind the bar inside the bungalow.
27. **Workbench**: Backyard of "Electrifying" bungalow. Inside: cable, recording part 4, flares in chest, large battery, 3 baskets to loot.
28. **Car**
29. **Car**
30. **James Nisira's Bungalow Dead Zone**: See Dead Zone Bosses.
31. **Oil Storage**
32. **Oil Storage Workbench**: Wire, Battery, weapon chest, Bodily Harm Mod, magnet.
33. **Two Sisters**
34. **Pearl Sands**
35. **Sandy Cave:** Walkers, infected, weapon chest and three baskets to loot.
36. **Abandoned Bungalow Dead Zone:** Loot basket on second floor, lvl 3 weapon chest, (2) unlocked weapon chests, ac power box, propane cutter.
37. **Pierre's Magasin Exotic Weapons Store**: Cruel claws, diabolical Scottish dirk, crippling flanged mace, disabling shillelagh, disabling hammer, savage revolver, meat bait, Molotov, alcohol, taser cartridge, small pistol ammo, medium medkit, soap, nails, phone, glue, lighter, electronic scrap, harpoon ammo, nailgun ammo.
38. **Pierre's Workbench:** (outside bungalow), medium medkit, blade, and deodorant.
39. **Santa Maria Mission** : Oleander, (3) unlocked weapon chests, propane tanks, (2) pistol ammo, (2) shotgun ammo, (2) rifle ammo, (4) medium medkits, workbench, Diary Part 4, Explosive mines, Sonic mines.
40. **Go to: Tunnels**
41. **Fast Travel Map**: Inside tunnel access room.
42. **Santa Maria Mission Workbench**
43. **Boat**
44. **Kiwi Camping**
45. **Kiwi Camping Workbench**: Inside building; weapon chest, painkillers, small pistol ammo, energy drink, fruit, postcard collectible.
46. **Car**
47. **Abandoned Movie Set:** circuit boards, heavy duty tape, threatening chainsaw (on an wooden shelf on the left side of the buildings) camera (quest item), claws, unlocked weapon chest, camera battery (quest item) and a workbench.
48. **Car**
49. **Hoyahoya Bar:** luggage to loot, alcohol, fruit, lvl 2 weapon chest, computer behind bar, clamp and alcohol on patio table.
50. **Zimakami Rest**
51. **Boat**
52. **Crossroads Bungalow Dead Zone:** (2) circuit Boards, AC Power Box, diamond edge mod
53. **Zimakami Rest Workbench**: Blade, medium medkit, deodorant, nails, weapon chest.
54. **Car**
55. **Marik's Marina Workbench**: Walker, weapon chest, loot baskets.
56. **Lonely Cave Dead Zone**
57. **Marina Workbenches (4)**: Thug, Suicider, workbenches (4), Rendering Claws Mod, blades (4), loot cash, wire, nails, bolts (2), metal scraps (4), barbed wire (2), weapon chest, duct tape, paddle, universal axe, large battery. and Diary Part 3. (add this to the inventory)
58. **Boat**
59. **Boat**
60. **Marik's Marina**
61. **Fast Travel Map**
62. **Car**
63. **Halai Village Workbench**: Bruce "White Lines", blade, loot luggage, batteries (2), ammonia, bleach, painkillers.
64. **Halai Village Workbench**: Second story of Dead Zone building; weapon chests (3).
65. **Halai Village Bungalow Workbench:** medium medkit, (2) weapon chest, (2) computers to loot.
66. **Halai Village Survival Camp Workbench**: Paralyzing Strike Mod.
67. **Halai Village Survival Camp Fast Travel Map**: Next to workbench.
68. **Amanda Shop Common Crafting Parts**: Diabolical meat mallet, sharp throwing knife, savage machete, alcohol, medium medkit, gears, flexible hose, magnet, rag, metal scrap, meat, harpoon ammo.
69. **Halai Village**
70. **Makayla Premium Items Shop**: Large medkit, medium medkit.
71. **Makayla's Bungalow Workbench**: Medium medkit, lemon juice, belt (high % find in computer behind the bar), (3) alcohol, Postcard #3, (1) interior basket to loot, meat mallet, canned food, tanto, check small back porch for two trashcans and a basket to loot.
72. **Halai Village Workbench:** (lower, covered boardwalk) hammer, energy drink, snack, loot (2) baskets, (1) trashcan, and (2) computers. suicider just outside.
73. **Halai Village Workbench**: Nearby Thug, Suicider, Walkers, rescue quest, clamps (2), bolts.
74. **Ocean View Bungalows "Quickdeath" Dead Zone**: See Dead Zone Bosses.
75. **Halai Village Workbench**: Under boardwalk stairs near an Infected spawning bungalow and a Thug on the lower pathway.
76. **Dead Zone Workbench**: Loot baskets for cash, medium medkit, canned food, weapon chest, battery, snack, engine parts, painkillers (under coffee table).
77. **Dead Zone Workbench:** loot baskets and two computers, medium medkit, canned food, lvl 1 weapon chest, (2) snack, painkillers (under coffee table).

HENDERSON
POINTS OF INTEREST

1. **Coffee Shop Workbench:** breakdown door, medium medkit, trashcan loot, bleach, alcohol, cash register loot, (2) shotgun ammo, (2) pistol ammo, (2) rifle ammo, energy drink machine, Harbor Key. Diamonds under closest table to this coffee shop.
2. **Ferry Station**
3. **Travel to Pinai Ferry Station**
4. **First Henderson Workshop:** unlocked weapon chest, workbench, 4 lockers, trashcan loot, energy drink, medium medkit, electronic scrap, Saw Disc Axe Mod.
5. **Fast Travel Map**: Inside first Henderson workshop.
6. **Bank of Henderson**
7. **Balcony Workbench**: Climb ladder to balcony workbench; loot safe and luggage.
8. **Balcony Workbench**: Lvl 1 lock weapon chest, wallet on bench.
9. **Workshop Workbench**: Shovels (2), blade, clamp, hammers (2), steel rod, wrenches (2), pipe, electronic scrap, large battery, belt, loot cash register and safe under shelf, keepsake photo, large nail, alcohol, cabernet sauvignon 1977 (2), canned food, magnet, Short Circuit Mod.
10. **Frankie O'Hara's Apartment**: See Dead Zone Bosses.
11. **Balcony Workbench**: Blade, keepsake photo, safe, and workbench.
12. **Cinema Rooftop Workbench:** (appears during and after rooftop battle) explosive mine, auto rifle, (4) grenades, pistol, rifle & shotgun ammo, (2) shotguns, pistol, large medkit, weapon chest, workbench, (2) moltovs on distant crates.
13. **Cinema Projector Room Workbench**: Bleach, blade.
14. **Old Town Cinema Fast Travel:** map on wall near concession stand, loot register, fax machine, computer, diamond, water.
15. **Balcony Workbench:** across from Old Town Cinema; electronic scrap, blade, workbench, shotgun, (2) shotgun ammo.
16. **Damien (Memories) Balcony Workbench:** Deathstalker Mod, blade, bleach, medium medkit, and various ammo on table in courtyard below as well as Postcard #11. When you complete "Memories" Damien gives you the Electrotherapy blueprint.
17. **Military Equipment Shop "Nora"**: After clearing military base, Nora sells goods at the top of the siren tower: savage heavy pistol, savage bolt-action sniper rifle, slaughtering shotgun, quick taser, exploding meat, explosive mine, stun bomb, incendiary grenade, sonic mine, rifle, pistol and shotgun ammo, taser cartridges, medium medkits, harpoon ammo, flaregun ammo, nailgun ammo.
18. **Military Base Fast Travel:** map posted on the side of the command tent. Secret File Part 7, shotgun and shotgun ammo on the nearby table. Lvl 3 weapon chest inside the tent.
19. **Military Base Workbench:** Electric Storm Mod on nearby shelf.
20. **Military Base Interior**
21. **Military Base**
22. **Balcony Workbench:** (3) blades, canned food, alcohol, loot, fax, computer, and luggage.
23. **Balcony Workbench**: Ammo below ladder, canned food, bleach.
24. **Infected Basements Dead Zone:** lightweight frame, cyanoacrylate glue, (2) semiconductors, aluminum tape, highly conductive wire, and 5 weapon chests (2 lvl 1 locks), batteries, large batteries, lp 4000 batteries, magnets electronic scraps (from many computers).
25. **Old Town Cinema**
26. **Metzger Sloat's Hideout**: See Dead Zone Bosses.
27. **Infected Warehouse Dead Zone**: Loot pile of luggage before entry, weapon chests (5), semiconductors, circuit boards, many electronics to loot. Propane cutter, AC Powerbox.
28. **Scaffold Workbench**
29. **Store Interior Workbench:** sleeping Walker, Weight Plate, loot register, water, energy drinks, weapon chest, shovel.
30. **Plans & Parts Store "Alex":** (see stores).
31. **Geoffrey Nape's Warehouse Dead Zone**: See Dead Zone Bosses.
32. **Scaffold Workbench**
33. **Scaffold Workbench**: Location of "Memories" spark gap. Nearby corner church scaffold holds Assassin's Poison Mod.
34. **Town Hall Stage Workbench**: Workbench beside stage; diamonds, weapon chest, and Sonic Pulse Grenade Blueprint behind stage.
35. **Town Hall**
36. **Town Hall Workbench**: Caged workbench outside Town Hall; electronic scrap.
37. **Church**
38. **Makeshift Hospital:** Keepsake photo on table outside, sidequests inside.
39. **Infected House Dead Zone**: Weapon chests (5), propane cutter, many electronics to loot, AC power box.
40. **Balcony Workbench:** Above "Super Hero" Eddie; electronic scraps (2), diamonds, bleach, canned food.
41. **Villa Henderson**
42. **Dr. JJ Evans' Clinic Dead Zone**: See Dead Zone Bosses.
43. **Scaffold Workbench**: Toxic Mod.
44. **Balcony Workbench**: Bleach.
45. **Infected Depot Dead Zone**: First floor: AC power box, titanium pipe, insulating tape, propane cutter, weapon chests (2). Second floor: weapon chests (3). (Next door pharmacy has Detox Gun Mod and a lot of great items and cash.)
46. **George Serero's Apartment Dead Zone**: See Dead Zone Bosses.
47. **Infected Storage Dead Zone:** First floor: Wrestler, AC power box, medium medkit, lightweight frame, insulating tape, weapon chests (2). Second floor: Striker Gun Mod, weapon chests (3).
48. **Store Interior Workbench**: Battery, shovels (2), loot register, glue, wrenches (2), blade, large nail, hammers (2), pipe.
49. **Balcony Workbench**: Weapon chest.
50. **Quarantine Zone**
51. **Balcony Workbench**: Weapon chest. (M72 Law and Rockets in nearby street dead-end shelving.)
52. **Nick's House**: Accessed in "Hidden Data."
53. **Quarantine Zone Workbench:** Ammo.
54. **Docks Workbench:** Weapon chest, collectible behind pile of nearby boxes.
55. **Go to: Docks**
56. **Workbench**: Inside cage/shelter; propane tank, weapon chest.
57. **Balcony Workbench**
58. **Owen Thrown Weapons Shop:** (see Shops for inventory)(shop entrance is behind a barricade) unlocked weapon chest, belt, shovel, loot the register.
59. **Balcony Workbench:** Stun Bomb Blueprint, find the Bloody Mary Mod on the scaffold platform adjacent to this balcony.
60. **Rodrigo Shop Workbench**: Loot register, keepsake photo, deodorant, weapon chest, steel rod, duct tape, wrenches (2), electronic scrap, large nail, pipe, hammers (2), magnet, shovels (2), water.
61. **Rodrigo Shop (Hardware Store):** 72. **Aubrey Crafting Parts Store: (see Stores)**_
62. **Infected Apartment Dead Zone:** First floor: medium medkit, wrestler (sometimes upstairs instead), titanium pipe, lightweight frame, 2 weapon chests. Second floor: 3 weapon chests. Meat Cutter Mod.
63. **Flooded Street Workbench**: In wooden shelter; weapon chest, energy drinks.
64. **Balcony Workbench**: Near Nina; weapon chest.
65. **Nina's "Ladies First" Workbench**: Medium medkit, weapon chest.
66. **Balcony Workbench**: Magnet, deodorant, energy drinks, keepsake photo, clamp.
67. **Joel Chubalba's Motel Dead Zone**: See Dead Zone Bosses.
68. **Sylvia's House:** Sylvia's Parents' Telephone Bill (quest item), Sylvia's Note (quest item), rag, weapon chest, medium medkit, electronic scrap.
69. **Workbench**: Near Jorge Tesoro; electronic scrap, pipe, wrenches (2), hammers (2), shovels (2), waters (2), loot register, weapon chest.
70. **Sea Market**: Watch out for nearby Screamer.
71. **Balcony Workbench**: Weapon chest, bleach.
72. **Aubrey Crafting Parts Store:** (see stores).
73. **Balcony Workbench**: Small pistol, rifle and shotgun ammo.
74. **Motel "Safe Haven" Dead Zone**: Mylar blanket, cyanoacrylate glue, water purification tablets, weapon chests (4), large medkit, luggage cash, Molotov, magnet.
75. **Balcony Workbench**: Electronic scrap.
76. **Balcony Workbench**
77. **Ogio Moke's Laundry Dead Zone:** See Dead Zone Bosses.
78. **The Fort of Henderson**
79. **Fast Travel Map**
80. **The Fort of Henderson Workbench**

TUNNELS & PINAI FERRY

POINTS OF INTEREST

1. **Entrance**
2. **First Control Room**
3. **Begin Upper Level Tunnels**
4. **Dead End Left Tunnel:** Medieval Mod & weapon chest.
5. **Thug & Breakdown Door**
6. **Break-in Room:** (7) flares, medium medkit, languid pistol, LP 4000 Battery.
7. **Back Room:** Recording Part 6, High Voltage Mod.
8. **Generator Room:** Fuse Panel.
9. **Generator Room Upper Tier:** (2) flexible hose, (2) gas for lighter.
10. **Workbench Room (lower tier):** Gas for Lighter, (2) Flexible Hose, snack, Fuse, weapon chest (adjacent crawl space).
11. **Lower Tunnel Access**
12. **Begin Lower Tunnels**
13. **Toxic Spill Nook:** energy drink, lvl 1 weapon chest, Chemical Sample "History Lesson" quest item.
14. **Dead Wrestler Tunnel:** Tissue Sample "History Lesson" quest item, Pride Shotgun Mod.
15. **Japanese Satellite Chamber Entrance**
16. **Stairs to upper catwalk and cells**
17. **Collapsed Jail Cell:** unlocked weapon chest, Diary Part 6, flexible hose,
18. **Guard Station:** Old Research Notes quest item,
19. **Stairs to Lower tiers**
20. **Satellite Platform:** Poison Bomb Blueprint (middle tier cage), medium medkit, unlocked weapon chest, (2) gas for lighter, bolts.
21. **Grenadier Chamber**
22. **Explosive Drum Intersection**
23. **Thug & Locked Door:** (after using fuse it is unlocked and leads to next tunnel)
24. **Generator Room: shotgun**
25. **Thug & Fuse Panel Room:** thug is holding a fuse to place in fuse panel in the same room. pistol, lvl 2 weapon chest on top of metal shelf.
26. **Ladder to upper level**

27. **Begin upper level**
28. **Bullet Avoidance Tunnel**
29. **Armed Gunmen's Back Line:** shotguns, pistols, ammo, luggage to loot.
30. **Workbench Cells:** short shotgun, (2) alcohol, (3) rifle ammo, medium medkit, auto rifle, lockers to loot.
31. **Smuggler Shoot Out Room 1:** luggage to loot, (3) snack, molotov, pistols, unlocked weapon chest, rifle ammo.
32. **Smuggler Shoot Out Room 2:** many luggage pieces to loot, (3) snack, rifle ammo, pistols, pistol ammo, Island Guide #10, fruit, weapon chest.
33. **Master Key Room:** luggage to loot, (3) alcohol, (2) pistol, short shotgun, auto rifle, Secret Files Part 5, Master Key, shotgun, metal kanabo, Lightning Storm Mod.
34. **Exit**

STORES

1. **The Tunnels**
2. **Go to: Tunnels**
3. **Warehouse Workbench**: Loot baskets for cash, weapon chest.
4. **Twins Part I**: The first large twin Thug in the achievement/trophy "Twins" is located in this lifeguard house along with the Justice Mod and a weapon chest. He's a fast one, so be ready to shoot or throw stuff at him.
5. **Exterior Workbench**: Feasting walkers nearby, soaps (2).
6. **Twins Part II Warehouse**: This is where the second twin in the achievement/trophy "Twins" exits when you pick up the sniper rifle **(7)**.
7. **Twins Part II Workshop Billboard**: This is the billboard to climb to get the sniper rifle and meat in the back of the pickup truck, which triggers the warehouse **(6)** door to open. Jump to the high ladder behind the billboard to reach the top. Pick up the ammo, meat bait, and Molotovs. Use the meat to bait the zombies together in front of the warehouse and then snipe them from the back of the truck.
8. **Ferry Station Workbench**
9. **Fast Travel Map**: On outside of the Ferry Station's second floor.
10. **Pinai Ferry Station**
11. **Go to: Henderson**: Access the travel marker on the ferry cabin.

There are a few different specialty type stores in *Dead Island Riptide*; some specialize in blade weapons, others in thrown weapons, and still others with heavy weapons, and so on. These stores can carry almost any weapon that falls into a particular category, and start by selling low levels or low quality classes until you level up or Team Quests are completed.

As your level increases, so do the weapons in the stores. The better the weapon, the more expensive it is. As Team Quests are completed, additional stock is made available and prices for items may be reduced.

Stores provided by Team Quest members (Trevor, Zoe, Wayne, Dr. Jane) pick their stock selection from an upgraded item set (better quality, deadlier items, lower prices) for each Team Quest completed. For example, if you complete a Team Quest for Trevor, his shop inventory gets slightly better. This does not change the weapon base type he carries; it only adds better weapon choices in that weapon base category.

The third and final Team Quest level for these storeowners unlocks the best weapon sets and best discounts. So the list of base weapon types we created is an accurate representation of what to expect when you visit that store.

Buying stock from a store does not change the current item selection in that store, nor does it affect quantity (that means the current selection never runs out of stock).

THERE ARE THREE WAYS TO ALTER STORE STOCK:

- Reload a map (go from dead zone back to the map or go from map to map).
- Start a new game session (quit and then continue).
- Reach new character XP levels.

Some stock (such as consumables or modifications) is always available to you for a current shop level (stock does not change for shop owners without Team Quests).

You may find a different consumable or modification item than what we have listed. If you don't find a particular item when you approach a store, it's simply due to the random nature inherent in the game.

These lists detail the *additional items* that are added for completing Team Quests or for increasing your level or the Team Quest level. That means that these items are not likely to be in the store when it first becomes available to you.

ZOEY

BLADE WEAPONS
Follows Team

Zoey is part of the survival group at Paradise Survival Camp in Palanai. She's a faithful member of the group and stays with the group as they move from camp to camp. Zoey has Team Quests, which will upgrade her stock, increase inventory, and slightly lower her prices as her three quests are completed.

INVENTORY

- Homemade Machete
- Big Splitting Axe
- Slicer

CONSUMABLES

- Medium Medkit
- Large Medkit

THROWABLES

- Throwing Knives
- Scottish Dirk
- Cane Knife
- Shovel
- Cleaver
- Claws
- Battle Double Blade (additional item)
- Homemade Double Blade (additional item)
- Slicer (additional item)
- Kukri (additional item)
- Chinese War Sword (additional item)
- Pistol (additional item)
- Sickle (in Henderson)
- Weighted Throwing Knife (after Team Quest III)
- Semi-Auto Sniper Rifle (after Team Quest III)
- Flare (additional item)
- Molotov Blueprint (additional item)
- Explosive Mine (after Team Quest III)
- Grenade (additional item)
- Small Pistol Ammo (15)
- Small Rifle Ammo (30)
- Small Shotgun Ammo (10)
- Flare

MODIFICATION (ADDITIONAL CATEGORY)

- Barbed Wire
- Bolts
- Large Nail
- Weight Plate (after Team Quest III)

WAYNE

THROWN WEAPONS
Follows Team

Wayne is actually one of the first survivors you meet on the island. You'll find him on the shores of Pearl Sands when you wash ashore and are awakened by Harlow. Wayne is a faithful member of the group and stays with them as they move from camp to camp. He has Team Quests, which when completed will upgrade his stock, increase inventory, and slightly lower his prices. Wayne deals in throwables: knives and explosives.

THROWABLES

- Throwing Knives
- Flare
- Molotov
- Poison Mine
- Poison Bomb
- Stun Bomb
- Sonic Mine
- Deo-Bomb
- Shock Bomb
- Molotov Blueprint
- Meat Bait (additional item)

TREVOR ROGERS

HEAVY WEAPONS
Follows Team

A leadership role over the Paradise Camp survivors naturally landed on the strong-willed and quick thinking Trevor Rogers, although this role is sometimes challenged by the overbearing Harlow Jordan. Trevor is always positive and willing to sacrifice his life for others. He follows the group from camp to camp and is included in the Team Quests. His Heavy Weapons store upgrades as you complete his quests for items.

INVENTORY

- Heavy Wrench
- Police Baton
- Golf Club
- Construction Hammer
- Hanbo
- Stick
- Baseball Bat
- Brass Knuckles
- Crowbar
- Maul
- Mace
- Big Universal Axe
- Short Shotgun (additional item)
- Morning Star (additional item)

THROWABLES

- Flare
- Small Pistol Ammo (15)
- Small Rifle Ammo (30) (additional item)
- Shotgun Ammo (20) (additional item)
- Small Shotgun Ammo (10) (additional item)
- Rifle Ammo (60) (additional item)

MODIFICATION

- Flexible Hose
- Large Nail
- Bolts (additional item)
- Belt (additional item)
- Glue (additional item)
- Weight Plate (additional item)
- Clamp (additional item)
- Engine Parts (additional item)
- Metal Scrap (additional item)
- Battery (additional item)
- Steel Rod (additional item)

CONSUMABLES

- Medium Medkit
- Large Medkit

SPECIAL AMMO

- Nailgun Ammo (1)
- Harpoon Ammo (1)

AMANDA

COMMON CRAFTING PARTS
Halai Survival Camp

Amanda is a soft-spoken survivor of the Halai Survival Camp group. She's not one to run out and bash zombie brains with the group, but she does everything she can to keep the survivors strong to fight another day. Amanda can always be found at the Halai Survival Camp; she's too timid to leave.

INVENTORY
- Machete
- Meat Mallet

CONSUMABLES
- Alcohol
- Large Medkit
- Medium Medkit

MODIFICATION
- Meat
- Gears
- Flexible Hose
- Circular Blade
- Oleander
- Magnet
- Steel Rod
- Rag
- Metal Scrap

THROWABLES
- Throwing Knife

SPECIAL AMMO
- Harpoon Ammo

MAKAYLA

PREMIUM ITEMS
Halai Workbench Bungalow

Not much is known about Makayla—how she ended up on the floor. Can she get up? Has she been bit? Is she turning? Does she need an escort to the Halai Survival Camp? She's not far from a very secure fortress. However, this much is known: she has a groovy Postcard from Palanai on her coffee table that really draws in the visitors. And then when folks come by to admire it, she sells them stuff. Bait and hook! You can find her in Halai in a bungalow by herself—**(70)** on the Palanai POI map. Her Medium Medkit price is just as good as the doctor's! Maybe that's why she won't go to the camp.

- Medium Medkit
- Large Medkit

PIERRE

EXOTIC WEAPONS
Pierre's Magasin

Complete Pierre's "Fire Sale" mission and the Frenchman at Pierre's Magasin **(37)** will become an Exotic Weapons store. If you're playing as Purna, you should do this mission as soon as possible; Pierre carries the first real gun she can get her hands on since losing them on the beach after washing ashore from the warship.

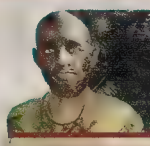
INVENTORY
- Homemade Machete
- Staff
- Tonfa
- Claws
- Scottish Dirk
- Flanged Mace
- Mace
- Savage Revolver
- Shillelagh
- Taser (additional item)

CONSUMABLES
- Alcohol
- Medium Medkit (additional item)

THROWABLES
- Meat Bait
- Molotov

MODIFICATION
- Soap
- Nails
- Phone
- Glue
- Lighter

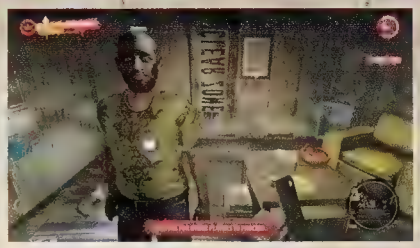
SPECIAL AMMO
- Harpoon Ammo
- Taser Cartridge (5)
- Nail Gun Ammo (1)
- Small Pistol Ammo (15)
- Flaregun Ammo (1) (additional item)



BATRAM

TRIBAL WEAPONS
Marcus's Mataka Village Bungalow

After completing "Natural Recourses" on Palanai, you can approach Batram in Marcus's Villa **(19)** and access his Tribal Weapons shop. Since Batram will not be around forever, you should buy four Floater Meats and four Stingray Tails to fulfill Wayne's and Trevor's Team Quests objectives.



INVENTORY

- Cane Knife
- Sickle
- Bolo Machete
- Machete
- Cane Knife
- Sugar Cane Knife
- Mace
- Claws

CONSUMABLES

- Medium Medkit
- Large Medkit

THROWABLES

- Molotov

MODIFICATION

- Floater Meat
- Nails
- Oleander
- Stingray Tail

DR. JANE HANSON

MEDICAL EQUIPMENT
Found at Halai Village Survival Camp/follows team

You meet Dr. Jane Hanson when you gain entry to the Halai Village Survival Camp **(66)** in Palanai. Your group hits it off with the new camp and Dr. Jane begins to travel with your team. She's a great source of affordable medical care.

MODIFICATION

- Clamp
- Rag
- Oleander (additional item)
- Duct Tape (additional item)
- Lemon Juice (additional item)
- Battery (additional item)
- Bleach (additional item)
- Soap (additional item)

[illegible]

- Large Medkit
- Medium Medkit

ALEX

PLANS AND PARTS
"Rescue Alex" in Henderson

You find Alex **(30)** on top of a snack truck in northwest Henderson, just south of the military base. If you help him with his current undead problem, he'll sell you some Plans and Parts. Alex's inventory does not change, although as you level up, he will add a few new throwables to his stock. This is the only place you will find the five blueprints he's selling. Alex does not travel with the group; he'll be on top of that snack truck forever.

CONSUMABLES

- Alcohol
- Taser Cartridge (5)
- Medium Medkit
- Large Medkit
- Small Pistol Ammo (15)

THROWABLES

- Throwing Knife
- Military Knife
- Heavy Hammer
- Katana (additional item)
- Wicked Double Blade (additional item)
- Lethal Taser (additional item)

SPECIAL AMMO

- Flaregun Ammo(1)
- Harproon Ammo (1)
- Nailgun Ammo (1)

BLUEPRINTS

- Shredder
- Pride Gun Mod
- Detox Rifle Mod
- Shark Mod
- Detox Shotgun Mod
- Inferno Mod

MODIFICATION

- Metal Scrap
- Nails
- Gas for Lighter
- Gears
- Engine Parts
- Wristwatch
- Blade
- Flexible Hose
- Duct Tape
- Wire
- Deodorant

NORA

MILITARY EQUIPMENT
First Siren Tower/Military Base

After completing "Militarized Zone" by destroying the blaring sirens in the Henderson military base **(21)**, Nora climbs atop the siren tower closest to the base entrance and begins to sell off the Military Equipment she found. Nora does not travel with the group. You can always find her on that tower after stopping those sirens.

INVENTORY
- Heavy Pistol
- Bolt-Action Sniper Rifle
- Shotgun
- Quick Taser

CONSUMABLES
- Medium Medkit

SPECIAL AMMO
- Harpoon Ammo (1)
- Flaregun Ammo (1)
- Nailgun Ammo (1)

THROWABLES
- Exploding Meat
- Explosive Mine
- Stun Bomb
- Incendiary Grenade
- Sonic Mine
- Shotgun Ammo (20)
- Taser Cartridges (5)
- Shotgun Ammo
- Taser Cartridges
- Pistol Ammo (30)
- Rifle Ammo (60)

OWEN

THROWN WEAPONS
South Henderson

Owen can be found as soon as you barrel your way through the city of undead to find him in his workshop **(58)** in southern Henderson. Owen's not going to abandon his store and follow your group; he's perfectly content where he is.

INVENTORY
- Throwing Knives
- Bloodletter
- Dragon Knife
- Molotov
- Deo-Bomb
- Shock Bomb
- Sonic Pulse Grenade
- Poison Mine
- Sonic Mine

FABRICATION
- Circular Blade
- Nails
- Large Nails

RODRIGO

HARDWARE STORE
Southeast Henderson

Rodrigo's hardware store is a physical location in a narrow, dark alley. The shop has a "Workshop" sign out front with a sheet metal pile near the storefront window. Find him **(61)** on the Henderson POI map.

INVENTORY
- Shovel
- Pickaxe
- Big Splitting Axe
- Splitting Axe
- Bolt-Action Sniper Rifle
- Nail Gun
- Flare Gun

CONSUMABLES
- Alcohol
- Small Riffle Ammo (30)
- Small Shotgun Ammo (10)
- Medium Medkit

THROWABLES
- Explosive Mine
- Flare

MODIFICATION
- Bolts
- Large Nail
- Wire
- Large Battery
- Barbed Wire
- Blade

SPECIAL AMMO
- Nailgun Ammo (1)
- Flaregun Ammo (1)

AUBREY

CRAFTING PARTS
South Henderson

Aubrey is on the balcony workbench above the market where you find Eddie's Super Shoes. Unfortunately for her, she is almost directly above his super smelly shoes. See Aubrey **(72)** on the Henderson POI Map.

INVENTORY
- Alcohol
- Medium Medkit
- Energy Drink
- Large Medkit

MODIFICATION
- Oleander
- Lemon Juice
- Meat
- Lighter
- Bleach
- Engine Parts
- Ammonia
- Rag
- LP 4000 Battery
- Wristwatch
- Soap
- Phone
- Floater Meat
- Flexible Hose

RIPTIDE COOPERATIVE PLAY

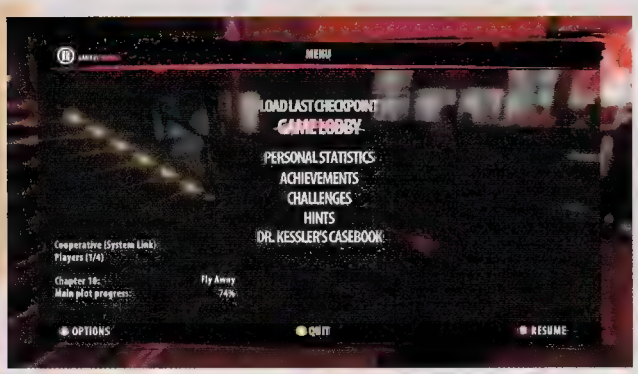
Having played through Riptide multiple times with different characters, we can honestly say that playing with multiple players is a blast. Not just socially, but there are also many more options available when tackling objectives as a team.

GETTING STARTED

Enter the OPTIONS menu from the main menu and set Game Type to Cooperative and Game Visibility to Xbox Live or PlayStation Network, System Link (Xbox 360) or LAN (PlayStation 3). That's it for the front end. The rest is just as easy.

Only what you see, pal.

During cooperative games, only the currently available quest progression, character development, and inventory will be saved. Up to four people can play cooperatively.



Start a new game or load your old save and once loaded, press the START button to access the pause menu. Scroll down and select GAME LOBBY. Wait for your system to locate the best matching nearby games (System Link or LAN), or tab over to FRIENDS and connect with any of your friends listed that are online. Your friends' gamer tag names, their highest chapter reached, and latency appear on the next display. Select a player to join their game. The connection process is rather quick.

COOPERATIVE FEATURES

MARKING TARGETS

You can point out the location of a useful object to your teammates or call them to you by aiming at your target and pressing left on the D-pad or C on the keyboard. This applies to most anything in the environment and your character often calls out what the object or intention is with several unique sound bites.

The callout system is really intuitive. If you target a doorway or entrance that requires a load screen to enter, other party members can Trip Skip to that location.

It's often quite fun to see just how many different things your character can identify or comment on. This is very useful to warn a player about a zombie behind them and it's also the subject of an Achievement/Trophy. The task, *ITS AN ORDER* requires you to mark 100 opponents, which were then killed by your co-op partners.

This is especially fun (and borderline overbearing) when you exhaustingly order someone to a vehicle, such as a boat. Other players can mock you by doing the same repetitive marking in reply. Yes, funny and annoying, the best kind of enjoyment.

SHARING THE BOOTY

When teammates plunder, everyone is a winner. If you raid a pile of luggage, all team members receive varying amounts of cash—the amount is dependent on their own level. That same luggage would still appear as non-plundered to each teammate. They could each loot the same luggage and again everyone would receive cash.

The exception to item sharing is when you find a static item, such as those rare items you find in Dead Zones or any item you can see without revealing it from a container. When a teammate picks up an item that is visible and not in a container, then that item is his or hers and it is gone. If someone else wants it, a trade will have to be negotiated.

Sam B's Money Magnet

If you have Sam B on your team, allow him to loot containers. His Money Magnet Skill (in the second tier of his skill tree) increases the amount of money looted.

Weapon Chest Weapon Sharing

All party members share the weapons produced from weapon chests. All members will see the exact same weapon inside a weapon chest. Playing cooperatively allows all members to benefit from one member's high lock picking skill.

Co-op Collectibles & Blueprints

In co-op, each player must pick up collectibles and players cannot trade collectibles or blueprints. Furthermore, players that already have a collectible or blueprint do not see them.

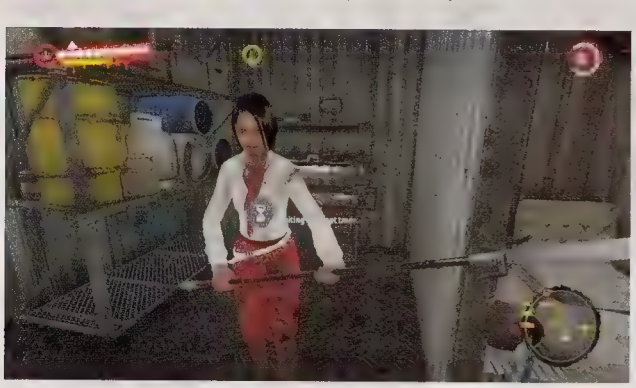
THEFT PROTECTION

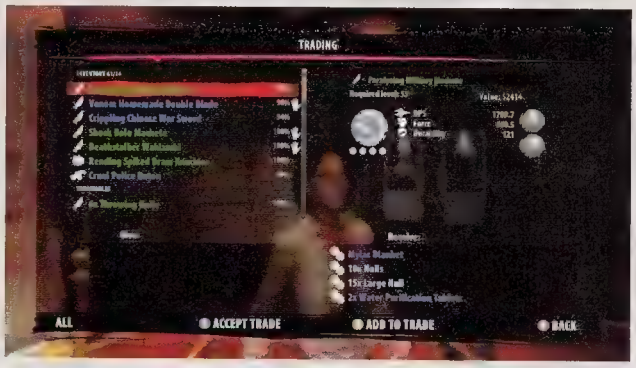
To prevent arguments and adverse feelings over the intentional or accidental picking up of teammates' weapons, Riptide implements a wonderful failsafe system. If a player throws a weapon at the ground or in an enemy, other teammates cannot pick up that weapon; it's just not selectable! This goes for Nails and Harpoon Ammo.

There are two ways that teammates can exchange weapons and items. The first is to simply "drop" the weapon from your hand or through the inventory menu. The second way is through trading. This is a feature in co-op that makes playing alone seem very primitive.

TRADING

Items within your inventory can be traded between players. Look at another player and icon appears on him/her that says invite to trade. Press the indicated button to open a treat screen. If you see an hourglass, you must wait for him/her to finish what they were doing in whatever menu they are using. Once the invite is accepted, select which items you wished to give, wait for other players to select, and accept the trade. Both players must press accept before the items are swapped.





The coolest thing about trading items with teammates is for crafting and Team Quest purposes. If you need parts for a particular blueprint, ask your friends. Also, if everyone is working together to complete a particular Team Quest where rare items are involved, then you can pool together and get the correct amount of quest items into one player's inventory to trigger the handover with the Team Quest mission giver. For more details about Team Quests, see "Team Quests."

High Level Weapons

You may think it's a great idea to get your high level friend to get you that precious weapon you've been drooling over...well, this is possible, but you are forgetting something. If the level is higher than your character's then you will not be able to use it until you reach that weapon's level. But still a good idea if you are patient.

QUESTING

All players get the same quests. Side Quests can be picked up by anyone and it's automatically shared with others. For main quests, when talking to an NPC, a red circle appears around the character. All players must be inside the circle to receive the quest. Any players not inside the circle receive an opportunity to fast travel to the NPC. Also, a player can mark the Fast Travel map (just as they would a mission loading doorway) and others can Fast Travel to the user's selected destination.

You can follow any quest as you would in single player. You can also see which quests other players are following. An icon with their face shows up next to the quest they're following. You may also notice a status icon for each player when moving around the environment. This shows where they are in relation to you. If it turns red, the player is being attacked. Their health bar and name appear when you get in range.

I NEED A MEDKIT!

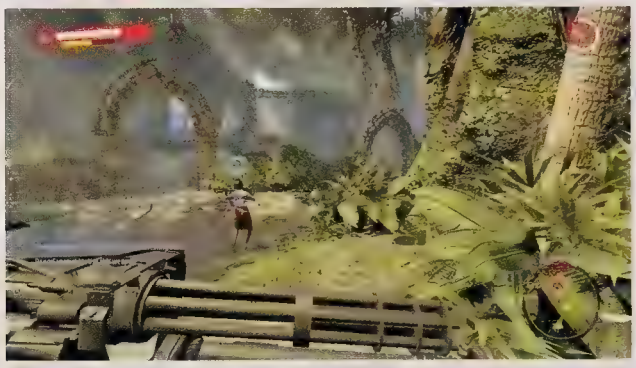
When a player is hurt or is taken down by a zombie, a first aid icon appears on that person. If you have a medkit, get close to that person and press the indicated button to heal him or her using one of your medkits. If nobody has a medkit, the downed player is resurrected elsewhere and is hit with a death penalty.

QUEST-SPECIFIC ITEMS

For quests that require collecting items, anyone can deliver them to the quest giver. When multiple items are needed, each person can turn in what they have until the quest objective is satisfied. However, this does not include Team Quests where one person must deliver all the items required so that the Team Quest mission giver recognizes your approach as a quest delivery and not a purchase request (as many are also stores).

QUEST REWARDS

Rewards for completing a quest are given to all party members, but they may differ slightly. Just like an item received in single player may differ a little each time you complete the same Quest. You may get the opportunity to fast travel to the quest giver to get the reward immediately.



HEY! WATCH IT!

When trading with NCPs, using storage, or a workbench you don't need to wait for other Co-Op players to finish. Everyone can use them at the same time. On the other hand, you must wait for players to get high enough on a ladder before you can use it.

VEHICLES

Vehicles always have at least four open spots for players to sit or for items to be placed. The trucks on the island can carry four players and four items, such as gas cans or propane tanks. One person can select the driver seat and the rest can simply right along. It is recommended that you share in the driving; the driver racks up more experience when taking down the zombies.

PAUSING COURTESY

Good communication is key to your survival when with a group of players. Communicate with your team when you need to access your inventory when the undead are present. If one person pauses and the other(s) do not, then the person who paused is vulnerable to attack. If you wish to work on your weapon selection or pause for any reason, ask the others in your team if they would do the same.

CHALLENGES
ACHIEVEMENTS & TROPHIES

CHALLENGES

NAME	DESCRIPTION	XP REWARD	LEVEL	LATEST REQUIREMENT AMOUNT
DECAPITAL PUNISHMENT	Cut off %s heads	1,000	1	25
	Cut off %s more heads	5,000	2	100
	Cut off %s more heads	20,000	3	250
	Cut off %s more heads	80,000	4	500
DEAD MEN WALKING	Slay %s walkers	1,000	1	50
	Slay %s more walkers	8,000	2	250
	Slay %s more walkers	15,000	3	1,000
	Slay %s more walkers	50,000	4	2,500
TREASURE HUNTER	Open %s lootable containers	2,000	1	100
	Open %s more lootable containers	8,000	2	250
	Open %s more lootable containers	15,000	3	500
	Open %s more lootable containers	80,000	4	1,000
EVERY KING DIES	Kill %s mini bosses	9,000	1	4
	Kill %s more mini bosses	20,000	2	8
	Kill %s more mini bosses	40,000	3	24
	Kill %s more mini bosses	150,000	4	48
PARTY CRASHER	Breach %s Doors	1,000	1	5
	Breach %s more Doors	2,000	2	10
	Breach %s more Doors	4,000	3	25
	Breach %s more Doors	8,000	4	50
BLACK FRIDAY THE 13TH	Buy %s items from vendors	1,000	1	25
	Buy %s more items from vendors	2,000	2	100
	Buy %s more items from vendors	4,000	3	250
	Buy %s more items from vendors	8,000	4	500
DON'T THROW THIS AT ME	Kill %s Grenadiers	1,000	1	25
	Kill %s more Grenadiers	5,000	2	50
	Kill %s more Grenadiers	20,000	3	100
	Kill %s more Grenadiers	80,000	4	250
STOP SCEAMING	Kill %s Screamers	1,000	1	25
	Kill %s more Screamers	5,000	2	50
	Kill %s more Screamers	15,000	3	100
	Kill %s more Screamers	50,000	4	250
ALPHA MALE	Kill %s Wrestlers	10,000	1	25
	Kill %s more Wrestlers	30,000	2	50
	Kill %s more Wrestlers	160,000	3	100
	Kill %s more Wrestlers	400,000	4	250

[illegible]	[illegible]	[illegible]	LEVEL	LEVEL REQUIREMENT AMOUNT
LET THE MONSTERS HIT THE FLOOR	Kill %s Floaters	10,000	1	10
	Kill %s more Floaters	30,000	2	30
	Kill %s more Floaters	160,000	3	100
	Kill %s more Floaters	400,000	4	250
SPLAT! HEADSHOT!	Crush %s heads	2,000	1	25
	Crush %s more heads	7,000	2	100
	Crush %s more heads	20,000	3	250
	Crush %s more heads	80,000	4	500
TRUST ME, I'M A DOCTOR	Revive a teammate %s times	2,000	1	15
	Revive a teammate %s more times	5,000	2	50
	Revive a teammate %s more times	15,000	3	100
	Revive a teammate %s more times	30000	4	250
UNDEAD PRESIDENTS	Loot $10 000	2,500	1	10,000
	Loot $100 000 more	8,000	2	100,000
	Loot $100 000 more	200,000	3	1,000,000
	Loot $100 000 more	1,000,000	4	10,000,000
YA RLY	Rack up %s kills	20,000	1	2,500
	Rack up %s more kills	80,000	2	5,000
	Rack up %s more kills	200,000	3	10,000
	Rack up %s more kills	400,000	4	15,000
MILITARY-INDUSTRIAL COMPLEX	Shoot %s rounds	3,000	1	1,000
	Shoot %s more rounds	20,000	2	2,500
	Shoot %s more rounds	50,000	3	5,000
	Shoot %s more rounds	120,000	4	10,000
SOMEBODY SET UP US THE BOMB	Kill %s enemies with explosives	3,000	1	25
	Kill %s more enemies with explosives	6,000	2	50
	Kill %s more enemies with explosives	20,000	3	100
	Kill %s more enemies with explosives	60,000	4	500
SHOCKER	Kill %s enemies using a weapon with shock damage modification	3,000	1	25
	Kill %s more enemies using a weapon with shock damage modification	6,000	2	50
	Kill %s more enemies using a weapon with shock damage modification	20,000	3	100
	Kill %s more enemies using a weapon with shock damage modification	60,000	4	500
SMELLS LIKE APOCALYPSE	Kill %s enemies using a weapon with fire damage modification	3,000	1	25
	Kill %s more enemies using a weapon with fire damage modification	6,000	2	50
	Kill %s more enemies using a weapon with fire damage modification	20,000	3	100
	Kill %s more enemies using a weapon with fire damage modification	60,000	4	500

CHALLENGES continued

NAME	SPECIFICS	XP REWARD	LEVEL	LEVEL REQUIREMENT AMOUNT
HE NEVER LIKED IT	Cut off %s limbs	3,000	1	100
	Cut off %s more limbs	8,000	2	250
	Cut off %s more limbs	40,000	3	1,000
	Cut off %s more limbs	100,000	4	2,500
HIT IT!	Hit an enemy with a melee weapon %s times	3,000	1	1,000
	Hit an enemy with a melee weapon %s more times	8,000	2	2,500
	Hit an enemy with a melee weapon %s more times	25,000	3	5,000
	Hit an enemy with a melee weapon %s more times	200,000	4	10,000
FIREPOWER	Kill %s enemies with firearms	3,000	1	100
	Kill %s more enemies with firearms	9,000	2	250
	Kill %s more enemies with firearms	25,000	3	500
	Kill %s more enemies with firearms	65,000	4	1,000
TICKLE TACKLE	As Sam B, tackle %s enemies	3,000	1	25
	As Sam B, tackle %s more enemies	6,000	2	50
	As Sam B, tackle %s more enemies	10,000	3	250
	As Sam B, tackle %s more enemies	30,000	4	500
SOCIALITE	Spend 1 hour playing online co-op with other people	3,000	1	1
	Spend 5 hours more playing online co-op with other people	25,000	2	5
	Spend 10 hours more playing online co-op with other people	40,000	3	10
	Spend 25 hours more playing online co-op with other people	100,000	4	25
FINDERS KEEPERS	Loot %s corpses	4,000	1	100
	Loot %s more corpses	10,000	2	500
	Loot %s more corpses	30,000	3	1,000
	Loot %s more corpses	200,000	4	5,000
WHAT A WAY TO GO	Kill %s Suiciders	4,000	1	15
	Kill %s more Suiciders	10,000	2	30
	Kill %s more Suiciders	30,000	3	60
	Kill %s more Suiciders	80,000	4	150
IT'S WAY OVER 9000!	Kill %s enemies with Fury attacks	4,000	1	100
	Kill %s more enemies with Fury attacks	12,000	2	250
	Kill %s more enemies with Fury attacks	40,000	3	1,000
	Kill %s more enemies with Fury attacks	200,000	4	2,500
ANGER MANAGEMENT	Kill %s Rams	4,000	1	10
	Kill %s more Rams	15,000	2	25
	Kill %s more Rams	80,000	3	50
	Kill %s more Rams	160,000	4	100
TRAFFIC JAM	Kill %s enemies using a vehicle	4,000	1	50
	Kill %s more enemies using a vehicle	30,000	2	250
	Kill %s more enemies using a vehicle	90,000	3	1,000
	Kill %s more enemies using a vehicle	200,000	4	2,500
WHO BUTCHERS THE BUTCHERS?	Kill %s Butchers	9,000	1	5
	Kill %s more Butchers	20,000	2	10
	Kill %s more Butchers	40,000	3	25
	Kill %s more Butchers	150,000	4	50
MINES!	Kill %s enemies using mines	9,000	1	50
	Kill %s more enemies using mines	20,000	2	100
	Kill %s more enemies using mines	40,000	3	200
	Kill %s more enemies using mines	150,000	4	500
UNSTOPPABLE	Kill %s enemies using charge attacks	9,000	1	50
	Kill %s more enemies using charge attacks	20,000	2	100
	Kill %s more enemies using charge attacks	40,000	3	200
	Kill %s more enemies using charge attacks	150,000	4	500
SELF-HELP JUNKIE	Use %s medkits to heal yourself	9,000	1	50
	Use %s more medkits to heal yourself	20,000	2	100
	Use %s more medkits to heal yourself	40,000	3	200
	Use %s more medkits to heal yourself	150,000	4	500
HA-HA! MISSED!	Kill %s enemies with Grenadier attacks	9,000	1	50
	Kill %s more enemies with Grenadier attacks	20,000	2	100
	Kill %s more enemies with Grenadier attacks	40,000	3	200
	Kill %s more enemies with Grenadier attacks	150,000	4	500

ACHIEVEMENTS AND TROPHIES

[illegible]	PSN POINTS	PS3	XBOX 360 GAMERSCORE	DETAILS	NOTES
The Storm	15	Bronze	15	Escape from the ship	Escape from the ship
Heart of Darkness	15	Bronze	15	Find a boat to travel through the jungle	Find a boat to travel through the jungle
Breaching the Tunnels	15	Bronze	15	Successfully defend the tunnels entrance	Successfully defend Santa Maria Mission
Henderson Town	15	Bronze	15	Reach Henderson	Reach Henderson
The Cinema	15	Bronze	15	Clear out the cinema	Clear out the Old Town Cinema
Military Base	30	Silver	30	Gain access to a long range radio station	Complete Militarized Zone
Combat on the roof	15	Bronze	15	Survive the horde on the roof	Survive the attack on the cinema rooftop
Meeting Serpo	15	Bronze	15	Make pact with Serpo	Complete "The Crash"
The Docs	15	Bronze	15	Enter the docs in Quarantine Zone	Enter The Docs
Defeat Harlow	15	Bronze	15	Defeat Harlow	Defeat Harlow
Escape	30	Silver	30	Finish the game	Finish the game
Achiever	90	Gold	100	Finish all quests in the game	Finish all quests in the game
Mystery solved	15	Bronze	15	Find all the secret files	Find all the secret files (see Collectibles)
Obtain Level 50	30	Silver	30	Gain level 50	Gain level 50
Obtain Level 70	90	Gold	90	Gain level 70	Gain level 70 (the level cap)
Siege Hammer	15	Bronze	15	Install 5 barricades in any hub	Install 5 barricades during any hub defense
Dream Team	15	Bronze	15	Complete all 28 main quests cooperatively with any number of partners	Link it and sink it!
The Collector	15	Bronze	15	Find 50% of collectibles	Find 50% of collectibles (30)
The Hoarder	30	Silver	30	Find all collectibles	Find all collectibles (60)
Professional Tourist	30	Silver	30	Find all pages from the guide book	Find all Palanai Travel Guides (see Collectibles)
Twins	30	Silver	30	Kill the Twins	Kill the Thug Twins in Pinai Ferry Station
News Junkie	30	Silver	30	Find all voice recordings of a journalist	Find all the recordings (see Collectibles)
At Your Service	15	Bronze	15	Save 20 NPC's that have been grabbed by monsters	Save 20 NPC's in a clench with zombies (base Defenses is the best time for this)
The Hurt Mine Locker	15	Bronze	15	Kill 10 zombies with one mine	Kill 10 zombies with one mine. Your best bet is in coop with 4 players when the enemy numbers are really high.
Knife thrower	15	Bronze	15	Kill 100 using throwing knifes	Kill 100 using throwing knifes
Brainless	15	Bronze	15	Kill 50 monsters by smashing, decapitating or shooting them in the head.	Exactly what the details say.
Hunter	15	Bronze	15	Kill 100 monsters with thrown melee weapons	Throw melee weapons at undead and kill 100 this way.
Jetboat	90	Gold	90	Kill 500 zombies using boat speed boost	Kill 500 zombies using the boats' speed boost
Juggernaut	15	Bronze	15	Kill 100 enemies using charge attacks	Kill 100 enemies using charge attacks
Better Than The Arm	30	Silver	30	Kill 25 zombies with a chainsaw	Nice Evil Dead Reference!
Serving Science	30	Silver	30	Finish quests for Dr. Kessler	Finish all of Dr. Kessler's missions
First Do No Harm	30	Silver	30	Finish quests for Cecil in hospital	Finish quests for Cecil in the makshift hospital in Henderson
It's An Order	15	Bronze	15	Mark 100 opponents which then were killed by your coop partners	Mark 100 opponents which then were killed by your coop partners
King Among kings	30	Silver	30	Kill special enemies: Grenadier, Thug, Wrestler, Infected, Suicider, Screamer, Butcher, Floater	Kill one of each.
Bully	15	Bronze	15	Kill 100 monsters with a kick	Kick 'em a lot.
Hunter-Seeker	90	Gold	90	Find and kill all named champion monsters located in dead zones	Kill all 14 named Dead Zone bosses.

DEAD ISLAND RIPTIDE

OFFICIAL STRATEGY GUIDE

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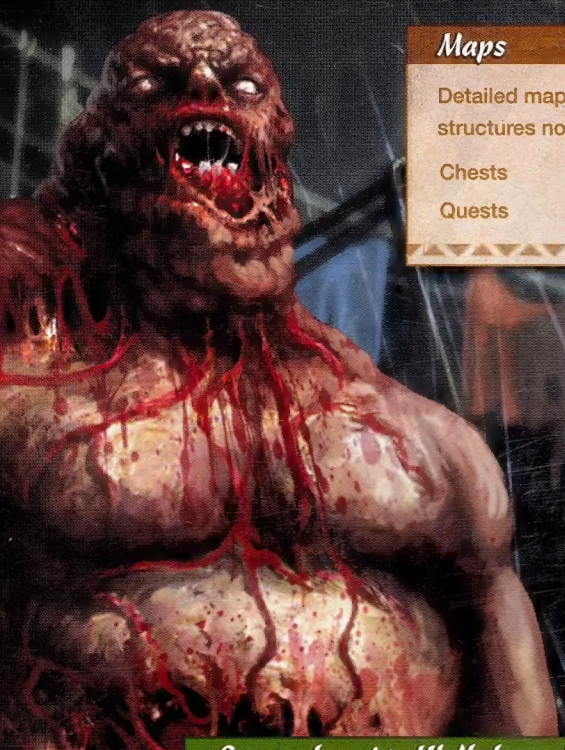
THERE IS NO ESCAPE

Just when you thought you'd made it out, the nightmare was just beginning.



Maps

Detailed maps of Palanai, including interior structures not available in the game.

- Chests
- Dead Zones
- Quests
- Points of Interest

Collectibles

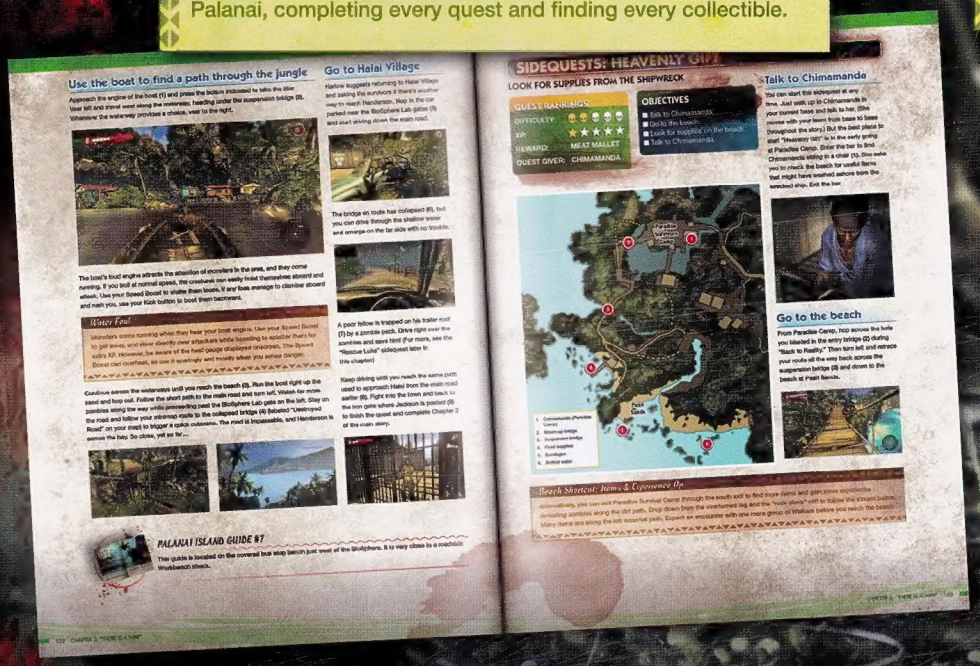
- Secret Files
- Guides
- Diaries
- Postcards
- Recordings

Co-Op Multiplayer

Palanai is twice as fun with friends. Take advantage of our co-op based tips, Survivor build strategies, and team quest section.

Comprehensive Walkthrough

Lead every Survivor through the monsoon-drenched island of Palanai, completing every quest and finding every collectible.


Use the boat to find a path through the jungle
Go to Halai Village
SIDEQUESTS: HEAVENLY GIFT
LOOK FOR SUPPLIES FROM THE SHIPWRECK
Talk to Chimamanda
Go to the beach
PALANAI ISLAND GUIDE #7

Zombiepedia

Every shambling, sprinting, screaming, toxic, fire, bile-filled, vomit-throwing undead piece of dripping flesh is covered, including Dead Zone bosses.

Survivor Guide

Every Survivor's skill tree is broken down with leveling advice, and detailed descriptions of ability advantages, powerful Rage abilities, and introductory builds.

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TECHLAND

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